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DRAGON'S LAIR 1.™ Following the success of Space Ace, this is the second Don Bluth game to appear on CD-i. An evil wizard has captured the king's daughter and imprisoned her in the caverns below his castle. The king's champion, Dirk the Daring, must fight his way past the wizard's traps and monsters and finally slay the dragon to rescue the princess. Dragon's Lair 1 will be available in summer 1994. £49.99 Cat. No: 810 018 1

YOU WON'T BELIEVE YOUR CD-i'S.

PHILIPS
MEDIA

COVER STORY

Nintendo's latest swinger

36 Donkey Kong Country is set clean-up this Christmas. We take an in-depth look at why this game is going to be so big on SNES

SEPT 1994
ISSUE 154

COMPUTER VIDEO GAMES

MANAGING EDITOR: STEVE JAMES
DEPUTY EDITOR: GARY LORD
ART EDITOR: JULIE HEAP
STAFF WRITERS: DENIZ AHMET, RIK SKEWS
DESIGNER: PETREA DOYLE
CONTRIBUTING WRITERS: MARK PATTERSON, ROSS SHEIL, DEAN EVANS, RADION AUTOMATIC
ROVING SUB: NICK KELLY
ILLUSTRATIONS: STUART HARRISON
COVER ILLUSTRATION: SEBASTIAN QUIGLEY

Editorial and advertising enquiries: 071-972 6700
Subscription and Back Issues enquiries (9.30–5.30 Mon–Fri): 0858 468888
EDITORIAL AND ADVERTISING GREENHOUSE: CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU TEL: 071-972 6700 FAX: 071-972 6701
ADVERTISING MANAGER: Simon Hamer ADVERTISING EXECUTIVE: Holly Eadie PRODUCTION ASST: Vicki Jacobs MARKETING DIRECTOR: Marcus Rich MARKETING MANAGER: Karen Williams PRODUCT MANAGER: Sarah Ewing PRODUCT MANAGER ELECT: Nichola Bentley PUBLISHING DIRECTOR: David Kelly MANAGING DIRECTOR: Terry Pratt
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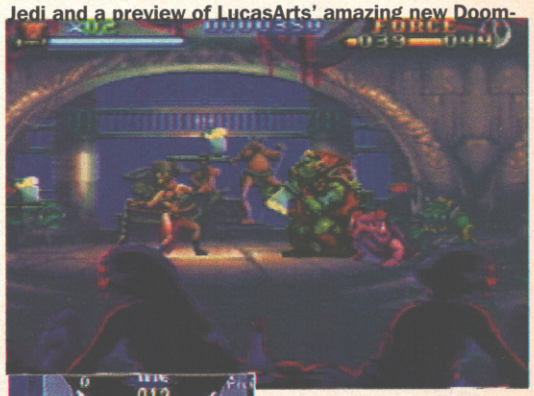
FEATURES

the ultimate in games

20 The Saturn, PlayStation and Mega Drive 32X are all launched in November. We sum up their chances and take a look at all the games that make up the opening salvos of the 32-Bit war.

Metal Head (above) and Shadow of Atlantis (right) are two new games for the MD32X, and are featured in our new machines spesh.

58 STAR WARS MANIA
We give you the low-down on six hot new Star Wars games, with exclusive shots of Super Return Of The Jedi and a preview of LucasArts' amazing new Doom-



Super Return Of The Jedi - exclusive pix galore.

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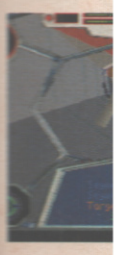

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82 Brutal Sports Football – Jaguar
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92 Wolfenstien – Jaguar
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Reviewed and rated on pages78,83,89:

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Lucle: Game Boy
Wargame Construction Set 2 – Tanks: PC
Theatre Of Death: PC
D-Day: PC
Asterix And The Great Escape: Master System
Fifa International Soccer: Mega-CD
Kick Off 3: PC
Out To Lunch: Amiga
Empire Soccer: Amiga
Jammit: NES
Pirates Of Dark Water: Mega Drive
Combat Cars: Mega Drive
World Cup USA '94: PC
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WHY YOU'RE THE BEST

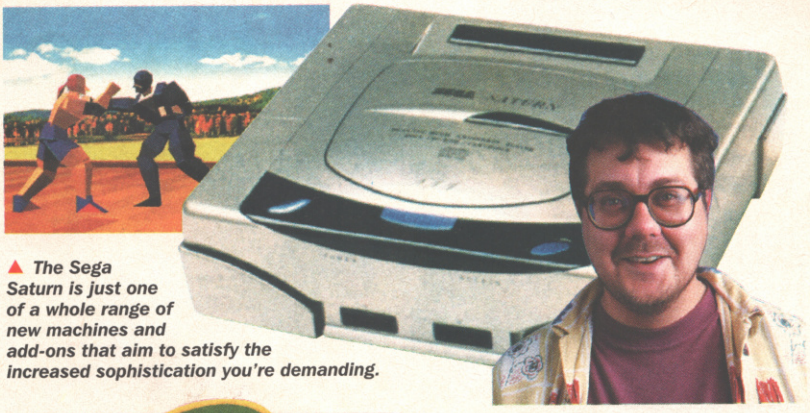
I've been working on games magazines for almost six years now and if one thing's crystal clear it's that every magazine has a special sort of reader.

What makes you unique is your wide range of interests. We've analysed the reader survey we ran in the June issue and – once again – the readers of Computer And Video Games are way out in front when it comes to being die-hard games fans.

We know from the phone calls that you're far more open-minded than others – CVG readers are far more likely to appreciate a quality game no matter whether it's a beat-'em-up, a football game or a flight sim. More and more of you now own more than one machine and have access to others. The numbers of you who own both a computer and a console has leapt upwards – yet the vast majority of you intend to buy one of the next generation of games machines. And it seems like the old tribal lines are about to break up: Nintendo owners are just as likely to buy a Sega machine next time round and vice versa. You are going to change things.

None of this surprises me – a magazine which is 100% dedicated to the whole wide world of games will attract readers who know their stuff and will use the mass of information available to decide for themselves what to buy next. You're the most committed games players and it's you who will let the hardware manufacturers know what you'll be buying next. It's good to have you aboard. STEVE

▲ *CVG takes an exclusive peak at Super Return of the Jedi on page 60.*



▲ *The Sega Saturn is just one of a whole range of new machines and add-ons that aim to satisfy the increased sophistication you're demanding.*

▲ *Lemmings 3 - sure to be a smash but a high-value entertainment game that'll be out on PC first.*

DELIVERING ON PC

Someone asked me the other day why we cover more PC games now – it's the same argument, really: it's because things are changing and because today's Amiga and Mega Drive gamer might be tomorrow's PC and PlayStation owner, and because – like you – we don't get on our high horse when it comes to playing games. There are some decent action and platform games on PC – Mortal Kombat, Cool Spot and Chaos Engine. Some of the more egghead PC mags won't do these games justice, we will.

OUR REVIEWS POLICY

Here at CVG we're independent of any hardware manufacturer, so we'll let you know whether a game is available on other formats, whether there are better examples of the game on that system, and most importantly whether it's any good. Unlike other magazines which base their scores on the views of one person, our ratings are arrived at after lengthy discussion between the CVG team about each title's good or bad points, with the overall score being a separate mark based on the quality of the game – NOT an average of the other marks. For the sake of those who want to refer to back issues, if we recommend an alternative game we'll keep its original score, but obviously times change and what may have been a great game a couple of years ago, now may be a bit passe. However in the past five years alone we've reviewed around 1,000 games, so you can be sure that our recommendations come with an accumulated wealth of gameplaying experience.

WORLDBEATER

SNES

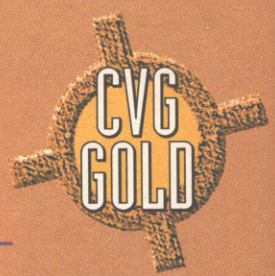
- **Streetfighter II Turbo**
- **Nintendo/£59.99**

Still the best one-on-one combat game for the SNES. If you've already got a copy try Ranma 1/2 from Ocean or Capcom's Art Of Fighting.

- **Issue 134: 81%**

Whenever you see one of these we'll be referring to the best game of its type, irrespective of which games machine it's on.

If a game scores more than 90% we'll award it a sought-after CVG HIT!.



You won't be seeing many of these – only games scoring 95% or over will be granted this accolade.

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NEWS

THEY'RE HERE!

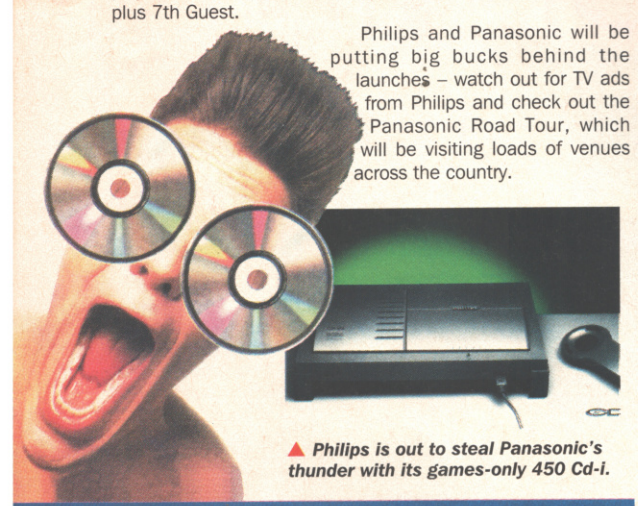
32-bit consoles blast the High Street!

Panasonic and Philips are aiming to spoil us for choice and have announced September 1st release dates for their super new machines and substantial price cuts.

Philips has announced that its new games-only CD-i 450 will retail for £299 while the recommended retail price for Panasonic's REAL FZ-1 3DO Interactive MultiPlayer System has been confirmed at £399.95. The 450 will be minus 3DO's FMV capability. However Philips will also be releasing a 550 unit with a DV cart for £449.

In terms of the bundles the MultiPlayer will come with Crystal Dynamic's Total Eclipse, the 450 with a new two-player version of International Tennis and the 550 with Tennis plus 7th Guest.

Philips and Panasonic will be putting big bucks behind the launches – watch out for TV ads from Philips and check out the Panasonic Road Tour, which will be visiting loads of venues across the country.



▲ *Philips is out to steal Panasonic's thunder with its games-only 450 Cd-i.*

▲ *Panasonic's 3DO Multiplayer is set for a September 1 UK launch date.*

make a date

Each visitor to the Panasonic juggernaut will be given a demonstration of the 3DO machine followed by a chance to play a variety of games on the fourteen FZ-1 players inside the truck. If you haven't already caught the tour we highly recommend it. The dates are as follows:

12-14 August	Northampton Balloon Festival
17-21 August	Airbourne '94, Eastbourne
24-27 August	Dartmouth Royal Regatta
29-30 August	Aintree Show
1 September	American Adventure, Derbyshire
3-4	Sheffield Show
7-11 September	Chessington World of Adventures
20-25 September	LIVE '94, Earl's Court, London
28 Sept-4 Oct	Lakeside, Thurrock, Essex
9 October	East of England Autumn Exhibition, Peterborough
11-15 October	Meadowhall Centre, Sheffield
17-22 October	Woburn Safari Park, Woburn
24-29 October	Fairfield Halls, Croydon
2 November	City of Portsmouth Firework Display
4 November	26th Big Night Out, Suffolk
7-12 November	Clifton Moor Centre, York
14-18 November	Metrocentre, Gateshead
20-25 November	Covent Garden Piazza, London.

▲ *Finally you're going to get chance to see the 3DO and its software.*

check out the quality...

A game such as FIFA Soccer on 3DO shows just what the machine is capable of. The colour details like the shading on the footballers, and the sheer professionalism of the game has had everyone in the office standing around and gawping. Here's just a foretaste of the game, expect a red-hot preview soon...

Jag attack...

Atari is gearing up for the UK onslaught for its awesome Jaguar console with a large chunk of its 100,000 European shipment landing in a shop near you by August, and with the promise of 25 games out before Christmas.

If you can't wait any longer, Rumbelows is currently giving the system a big push with a retail tag of £249.99 and six games at around £50 each.

As you'll be seeing and hearing a lot more on Jag soon here's an update on what games will be heading your way this side of Christmas.

flashback

Flashback has converted superbly to numerous formats already, so there's no reason why this shouldn't be improved in the process to Jag. Although it's getting on a bit now, this game is still an excellent platform adventure and will give the Jag its first taste of rotoscoped animation. The plot has you battling for escape from a strange land after being zapped in a gone-wrong experiment. The best version so far?

doom

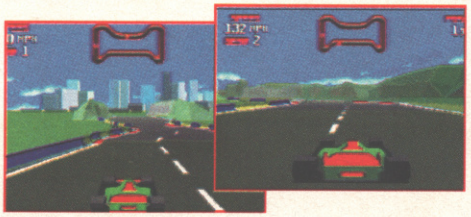
If this is as big as the PC version it'll be a hit for Atari. Hunt out the exit for each stage while causing death and destruction Jag-style. Doom's appeal is its uninhibited use of violence and devastating array of collectable weapons – and there's no change with the Atari version. Doom is the sequel to Wolfenstein 3D reviewed on Jaguar on page 92.

double dragon

This game is going to appear on more formats than you can count – so look out for our unique multi-format review soon. DD is a purist one-on-one beat-'em-up. We're keen to see how well it'll handle on a three-button pad.

checkered flag 2

Atari's answer to Sega's Virtua Racing is looking very coin-opish indeed thanks to the Jag's 16.7 million colours. Plenty of tracks and opponents should ensure it does favourably in the play stakes too.



alien vs predator

The game everyone's waiting for will see its debut review next issue. Owing much to Doom in its game style, AVP looks totally jaw-dropping thanks to its moody graphics and translucent effects. This 112M-bit game enables you to play the Alien, Predator or Marine, but with the Alien you can scroll twice as fast and use the air ducts strategically. This game could make the Jag fly.

eyes down

And keep those peepers peeled for more big news on these Jaguar games in the pipeline...

- Demolition Man
- Highlander
- Dragon: Bruce Lee Story
- Pinball Dreams
- Gunship 2000
- Lester the Unlikely
- Cannon Fodder
- Zool 2
- Kickoff 3
- Starbattle
- Theme Park
- Soccer Kid
- Syndicate
- Galactic Gladiators
- Dragon's Lair
- Rayman
- Creature Shocks
- Robinson's Requiem
- Hosenose and Booger
- Bios Fear
- BattleWheels
- Ultra Vortex
- Droppings
- Commando
- Evidence
- Air cars
- Dungeon Depths
- Wild Cup Soccer
- White Men Can't Jump
- Indiana Jag

NEWS

machine mania...

Up-to-date info on two new machines, including SNK's blistering new console – plus a bargain from Nintendo!

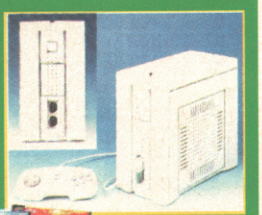
more news on neo geo-CD

Farewell expensive Neo Geo carts. As revealed last month SNK has unveiled a stand-alone Neo Geo CD console, with all the power of the cartridge machine, that will retail for $450 (£325). Best of all, the games will cost from just $45 upwards!

All the older titles will be converted to CD, while the new ones releases will retail at $80 – over $100 cheaper than the carts. SNK plan to release new titles on CD around three months after they hit the arcades, and 24 new developers have been signed up to produce games for it! Being big Neo Geo fans we can't wait to get our hands on one of these, although we hear that it does take quite a while to load the games. Still, that's a small price to pay for arcade perfect versions of such excellent games as Art Of Fighting 2 and Samurai Showdown.

PC engine goes 32-bit

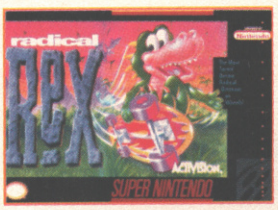
NEC, maker of the excellent PC Engine, has unveiled a new 32-Bit super machine. Although it looks more like a PC, the FX-32, as it's known, is a full-blown CD console. The tech-spec makes it look like a promising machine, although it's unlikely to be launched over here. Still, if it turns out to be a success you never know what might happen. NEC expects it to be around for a while, since it's looking at making a FX-32/PC-9800 combo unit for release in 1997!



NEC has announced four games for the FX-32, including FX Fighter and Street Fight.

SPEEDY SKATEBOARDS

He's supposed to be a Tyrannosaurus Rex but he's far too cute if you ask us! He's Radical Rex, a dinosaur who, according to Activision, is too hip to be extinct, and he'll be starring in a new platform game coming soon on Mega Drive, Mega-CD and SNES. Radical Rex is a platformer in the Sonic mould with the emphasis on speed. And that's achieved by Rex bounding about the screen on his trusty skateboard and taking out baddies with his fiery breath. Radical Rex is due out in October so watch out for the full review in CVG soon.

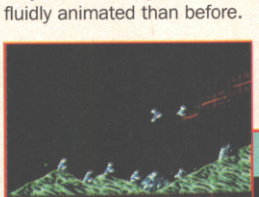


mega SNES pack for christmas

Nintendo is aiming to clean up sales-wise this Christmas with a new ultra-value SNES and Super Game Boy pack. For a bargain £129.99 you get a SNES, Super Game Boy, Super Mario World and a voucher for a free Game Boy cart. Perfect for cash-strapped gamers.

oh yes, lemmings 3

No we're not talking Mortal Kombat. Those suicidal furry critters the Lemmings are back for more pain and suffering courtesy of Psygnosis. They're so hard and cruel those Liverpudlians, aren't they? This time round there's 120 brand new levels for them to survive with new traps and monsters trying to do their bit to control the Lemming population. To help save themselves the Lemmings will have new objects and tools to manipulate, but perhaps the most noticeable difference is that they are now larger and more fluidly animated than before.



▲ *The eponymous Lemmings return in what must be Psygnosis' strongest title.*

▲ *Lemmings 3 is to hit the shelves in November on PC, PC-CD and Amiga.*

it's claytime again

Those pudgy lumps of putty are back in another 24meg of fighting action from Interplay. Clayfighter 2: Judgment Clay will star nine new fighting characters including Hoppy the bouncing rabbit, Octo the purple octopus and Banana Man. Only The Blob and Mr Frosty return from the original cast and they, like the other new characters, will now have twice the character animation of the first game. With digitised sound, super attacks and a training mode, Clayfighter 2 looks like matching the number one success of the original.

nintendo dreams

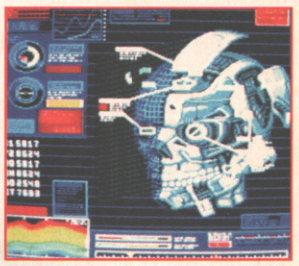
In the same stable as the classic fantasy adventures Zelda and Secret of Mana, Illusion of Gaia will be out in the USA soon courtesy of Nintendo. Expect in-depth gameplay backed with high definition graphics. And apart from anything else the plot is refreshingly different, involving telekinetic powers. With battery back-up and featuring locations which include the great Wall of China and the Tower of Babel, Illusion of Gaia sounds great in both senses of the word.

▲ *Illusion of Gaia is going to be Nintendo's latest Zelda-style game.*

Also bouncing its way down the pipeline from Nintendo is Uniracers from the award winning DMA Design Ltd, (responsible for the classic Lemmings amongst others).

The game has been designed on Silicon Graphics workstations using the same software that helped create the special effects in films like Terminator 2 and Jurassic Park. The game sounds like a cross between Stunt Race FX and Marble Madness and knowing Nintendo it'll probably play as well as those classics as well.

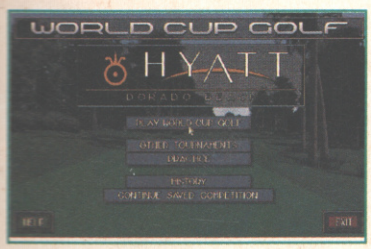
konami snatch nice baby



Konami has nabbed a beaut of a game. Snatcher has all the standard CD game features and promises to be a darned good game to boot. It's a text /graphics-based Bladerunner-esque detective adventure with Japanese-style cartoon animation. You have to track down and destroy Snatchers, bio-robots gone mad who survive by killing humans and replacing them. Snatcher is compatible with the Lethal Enforcers Justifier gun and is a classic on the PC Engine CD. It should do just the same on the Mega-CD, although with its adult theme it's likely to come in with a 16 rating.

US GOLD HIT TWO HOLES IN ONE

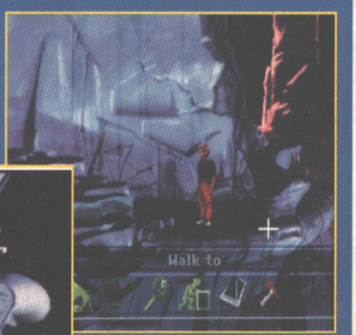
Fresh from their success with the official World Cup License US Gold are looking for more with their two latest products. First up is World Cup Golf which is, believe it or not, a golf game. What's more of a surprise is that it's going to be a CD-only game and will appear on 3DO, CD32, CD-i, PC CD-ROM and Mega CD. It needs to be on CD because there's 800 megabytes of pre-rendered images of the official World Cup Hyatt Dorado course in Puerto Rico to be included. The game will also be released on the Saturn and Playstation early next year and is looking very smart, we can reveal.



▲Fairway out! Watch the birdie on CD with World Cup Golf.

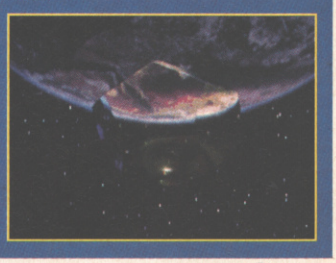
digging for gold

For the last year or so LucasArts has been collaborating with its sister company and special effects legends Industrial Light & Magic to create the special effects for The Dig, a CD ROM adventure co-designed by Stephen Spielberg. The game itself puts you in the magnetic boots of Boston Low, commander of a small team of space explorers who set out to blast an asteroid out of Earth's orbit only to be swept away by an alien booby trap to a distant world. Stranded on a hostile planet light years away from Earth and sifting through the ruins of a lost civilisation, Low's crew unearths an astounding discovery.



LucasArts and special effects company Industrial Light & Magic have teamed up to produce The Dig. ▼

The majority of the game will require you to deal with the turmoil and treachery of the crew as you struggle to find the key to the alien technology that will send them home. Spielberg's name alone should as good as guarantee the game's success but from what we've seen it deserves to succeed on its own merits.



NEWS

codemasters sick spheres

Straight from the Micro Machines stable (or garage) comes Psycho Pinball. There's going to be five tables to play and 12 different surface types that will affect the flow of the ball. This is Mega Drive-only at the moment but if it's a success, expect it to be converted to all major formats. It'll be out in October.

▲ *Mev stands by some early drawings of his fledgling CD game that has the working title of 'Hodger'.*

VIVID IMAGE TO THE RESCUE

While the CVG team was visiting the programmers of the new Mario Kart-style game, Street Racer, they noticed some early drawings of a new game based on Hodger, the magic-carpet flying character from the aforementioned game. Mev Dinc, the main man at gaming house Vivid Image has high hopes for 'Hodger – the game'. "It will be our first CD product, and I want to prove the point that a CD game doesn't have to be just a good looking demo; and that a decent game is a craft and that it's not just down to a SiliconGraphics machine."

Mev wants to create a mini-cartoon movie that you can *fully* interact with. To aid him in this task he's enlisted ex-Disney and Hollywood animator Bill Hajee (whose credits include The Rescuers), and although the project's still in its infancy, Bill has already completed 2,000 frames of animation.

jellyboy

By now you've probably seen the advertisements for Jellyboy, and Ocean has big plans for its latest platformer on SNES and Game Boy. Coded by Probe (the team behind Mortal Kombat I and II in case you need reminding) Jellyboy reminds us a little of Putty Squad in that the hero can morph into other shapes, 27 in fact. For instance, where there's a wall Jellyboy can find an icon nearby which will turn him into a hammer and allow him to break through. The platform worlds that Jellyboy must traverse include Toy Land, Cold World, The Outer Limits and Sky High. All the usual platform japery like secret rooms, exits and bonus games will be included. Sweet!

Ocean's Jellyboy is set to metamorphasise on Game Boy and SNES.

michael jordan adventure – chaos in the windy city

Ah, now this one really does look the business. Rik and Deniz were ready for yet another routine basketball license when they saw Jordan, but it turns out to be a combined platform game/Final Fight style beat-'em-up. As Jordan you'll have to rescue 20 of the world's greatest basketball players by bashing the baddies with your basketball. Add decent graphics (especially the brilliant digitised animation of Jordan himself) and sound to the already strong gameplay and Jordan looks like being one of the best SNES games we've seen for for a while. No news on the Mega Drive version being developed by EA as yet.

ridge racer 2 arrives!

The sequel to Namco's highly successful Ridge Race coin-op is about to hit these shores. It features better graphics, a rear-view mirror and a serial link to connect up to eight machines together for multiplayer games.

PRIMAL RAGE

Just when you thought it was safe to venture back into the primordial soup, the arcade floors have begun to tremble once more to the sound of a serious new coin-op beat-'em-up, courtesy of Time Warner/Atari and some extraordinary backroom wizardry. Sneak previews of Primal Rage reveal stunningly drawn large lizards battling it out in spectacular style, and with some of the most superb animation yet seen on any games machine. How have they done it? We'll be telling you in detail next issue, but in the meantime feast yer peepers on these exclusive pix.

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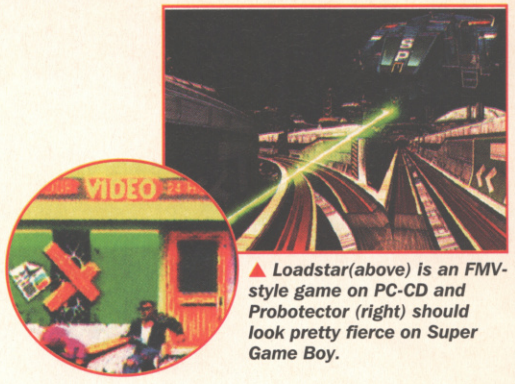
NEWS

I HAVEN'T SEEN THAT BEFORE!

We've got on our hands and knees to bring you first shots of the all games you need to know about – they're real hot stuff. Enjoy!

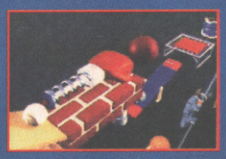


▲ *Loadstar(above) is an FMV-style game on PC-CD and Probotector (right) should look pretty fierce on Super Game Boy.*

Top Hunter
SNK • Neo Geo

Another high-quality action game loaded with hefty weapons, four planets to conquer and a pair of hyper-cute central characters.

The Incredible Machine
Panasonic • 3DO



Original? Certainly. Weird? Definitely. Basically the aim is to manoeuvre a ball from one side of the screen to the other by building a machine from all sorts of odd parts.

Burn Cycle
Philips • CD-i

Philips is making a fuss over this game, and it could well turn out to be the best thing to appear on CD-i. It's a moody sci-fi game where you have to find the person who's infected your brain with a killer virus.

Mutant Rampage
Philips • CD-i

Waste smelly mutants in the CD-i's first ever beat-'em-up. It uses the Digital Video Cartridge, so there's no danger of low-quality graphics. There'll be plenty of opponents, but we haven't seen any sign of blood yet. Hmm.

Jelly Boy 2
Sony SNES

As we wait for the UK release of Ocean's Jelly Boy, the sequel's almost here. Again it's a platformer, but this one is more along the lines Super Mario World in its ideas and challenges.

The Great Circus Mystery
Capcom – SNES

Set in and around a circus, Mickey Mouse's latest Super NES adventure will feature a simultaneous two-player mode and more of those gorgeous graphics we've come to expect in Disney games.

Bonkers
Capcom • SNES

Based on the Disney Bonkers cartoon, which we've never heard of, this sideways scrolling comedy combat game casts you as a cop out to kick the villains out of town. If it's anything like Capcom's Mickey Mouse game you'll be bonkers to miss it.

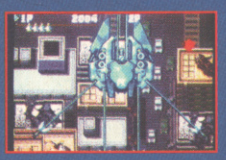
Rocko's Modern Life
Viacom • SNES

Produced by the animators of Ren 'N' Stimpy, this Nickelodeon's smash-hit cartoon adaptation calls on you to make sure Rocko the dog doesn't fall foul of whatever it is that can happen to dogs these days. Graphically, it looks close to the Ren 'n' Stimpy games – and that's no bad thing.

Sea Quest DSV
THQ • SNES/MD/GB

Based on the TV show this smart-looking game plunges you in control of seven under water vessels for 24 missions-worth of exploration and shooting fun. You can even play as a Dolphin! A relative of Ecco perhaps?

Aero Fighters
McO'River • SNES



It's been ages since the SNES last saw a really good shoot-'em-up – and this could be the game to change that. It's got all the right ingredients: big sprites, fast scrolling, hefty weapons and loads of levels. We can't wait.

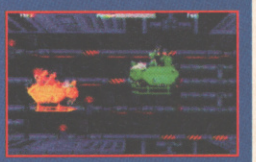
Dynamite Headdy
Sega • MD/GG

Sega's latest star who is being built up to be as big as Sonic. Looking totally cute, one original aspect of the game is Headdy's ability to change his head to take care of different tasks. Out September.

Samurai Showdown
Takara • MD

This top Neo-Geo game has had a remarkable translation to MD. What makes this beat-'em-up so good is the versatility of the characters – even their pets join in the fight!

Akira • THQ •
SNES/MD/GG/GB



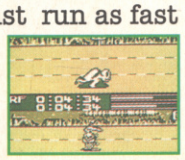
The film which started the Manga boom. The game features violent play and lots of different styles such as driving, fighting and a Doom bit too. Ten levels are promised along with numerous characters to select.

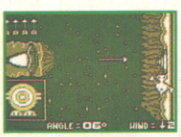
Descent
Interplay • PC

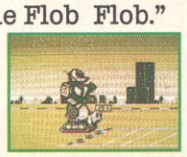
Doom style game where you pilot a spaceship which is plunging into the depths of Earth. It seems to be much faster however and reeks of atmosphere.

OOIE GOOIE HOLDS ONTO THE TITLE OF BIG BOUNCE CHAMPION!

As our team coach said to me just before I entered the 100 Qbits Sprint - "It's easy... just run as fast as you can. If you don't win the race you just lose your life." That's the whole shooting match with the Alien Olympics... you're racing to be a hero, or to die in front of your devoted fans. And now I'm just not so sure... should I have entered for the Lunge, Leap & Splat?... Or maybe my greatest five seconds were pencilled in for the Jetpack Tag. It's too late now... oh, look there's my mate, Frimpston... I'm not so sure he's competition fit for the Flob Flob."







GAME BOY ocean

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NEWS

YOU WANT A FIGHT, YOU'VE GOT IT...

All the talk this month may be about Mortal Kombat II, but, as good as it is, it's got a real fight on its hands to keep the 'bloodiest videogame crown' in the face of two brand new hi-tech challengers on Jaguar and 3DO...

way of the warrior

●3DO ●BEAT-'EM-UP
●£59.99 ●OUT AUGUST

Movie giant Universal Studios is the latest film company to make inroads into computer gaming, but unlike companies such as Paramount and Fox it has opted to stick to a far more traditional format. With Way Of The Warrior it has created a beat-'em-up which, technically at least, surpasses anything we've seen on a home system.

The digitised characters may be nothing new, but what it does offer is movie-style camera panning and close-ups of the action.

Providing these aren't included at the expense of speed and fluid gameplay this could live up to Universal's high expectations. Besides the 11 characters' 80 standard moves apiece, each also has certain 'termination' moves at their disposal, the goriness of which suggests an almost inevitable 18-rating for WOTW over here. Whatever happens, all the ingredients are in place for the creation of the best combat game ever seen on console.

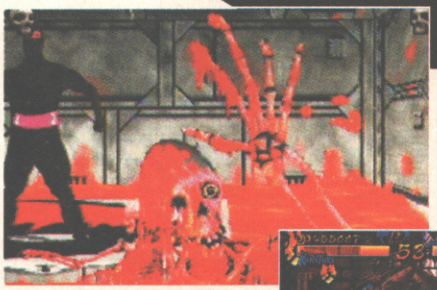
▲ *The graphics are, frankly, massive, and, combined with the camera panning, make way of the warrior the most handsome beat-'em-up we've ever seen.*

▲ *You can play with nine of the game's 11 characters, the last two being 3D modelled bosses which you encounter at the end of the game.*

▲ *The boss characters are unconventional to say the least. We've also heard rumours of a hidden character more powerful than both the bosses combined!*

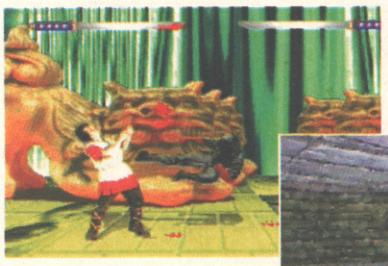
▲ *There's a head-to-head mode for you to rumble with your mates. It's also a good way of mastering the dozens of moves you need to complete the game.*

▲ *The moves are over the top to say the least. Shaky Jake's alcoholic fireblast makes Dhalsim's fireball look like a wiffy belch.*



▲ *Fox is the game's token fat bloke, not that you'd call him that to his face! He's capable of devastating throws and lethal power moves like the backbreaker.*

▲ *Each fighter has six standard death moves, plus some ultra-secret ones .*



▲ As with most combat games, the larger the character, the slower they tend to move but the harder they hit. Like life really - if you ever fight with a fat kid, kick him, then run away before he can hit back.

▲ This weird Dungeon Master bit is where you select the character you want to fight with. It's unnecessary, but it makes a nice change all the same.

▲ The death moves are gratuitously violent, but fun. Here we see the unfortunate loser now in two pieces requiring two coffins following an inadequate performance in the arena.

kasumi-ninja

● JAGUAR ● PLATFORM
● £49.99 ● OUT SEPTEMBER

Deadlines permitting, this September will see the release of the Jaguar's first beat-'em-up, Kasumi Ninja, which looks like being one of the major games on the console. The programmers have taken more than a few leaves out of the Mortal Kombat book, combining digitised characters, death moves and gallons of blood in a formidable fighting game which looks like being more than a match for anything else out there. The version we played was almost complete, bar the absence of a couple of characters and music. And boy, is it bloody. When you land a good shot the gore sprays everywhere, but unlike other games, the puddles it forms stay on the screen, so if you have a real strength-sapping battle lasting several minutes, your fighters are literally swimming in the stuff.

▲ Mastering special moves is vital. If you can't hurl fireballs or teleport around the screen you won't last long in the combat arena.

▼ A good blow is rewarded with an equally evil sounding noise. Best of all is the way they double up and groan when you land them a hard shot in the gut.

▲ Throws aren't particularly damaging, but they are a useful way of getting your opponent out of punching distance.

▼ The animation is exceptionally smooth, and the characters well-defined, set against the best backdrops yet seen in a beat-'em-up.

That should get the landscape swimming in gore. ▶

at the flicks

Never mind whatever happened to the British film industry, whatever happened to the great British film licence? Rik Skews pops into the back seats of the cinema to take a look at three of the few that'll be premiering soon...

THE FLINTSTONES
SONY / IMAGESOFT

SNES/Mega Drive/Game Boy

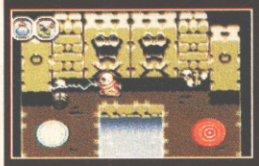
Go see the film and find out how Steven Spielberg gets involved in funnier films than Schindler's List – then get your Piltdown man brain wrapped around a dino-sized slab of bright 'n' breezy platform entertainment. By Sony Imagesoft, out soon...

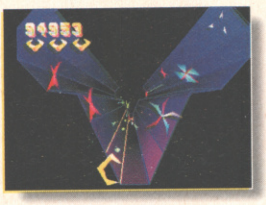
THE SHADOW
OCEAN / SNES

The film based on the original 1930s radio serial and starring Alec Baldwin (The Getaway) is doing the biz in the States at present. The game is still at an early stage but looks decidedly Streets of Rage-ish.

ADDAMS FAMILY VALUES
OCEAN / SNES / MEGA DRIVE

Addams Family Values has come on a long way since our exclusive February sneak preview. To recap, it's something like the classic Zelda, although not as puzzle intensive. Baby Pubert has been kidnapped by evil nanny Debbie Jellinsky and it's up to Uncle Fester (you) to rescue him. Previous Addams games have been decent-ish so here's hoping...





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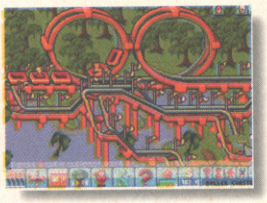

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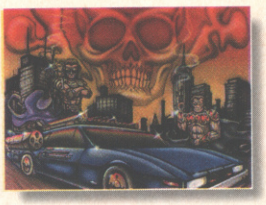

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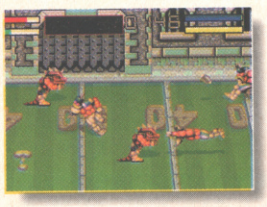

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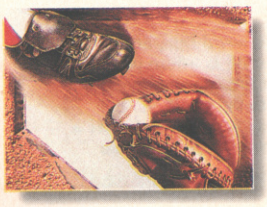

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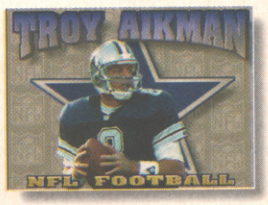

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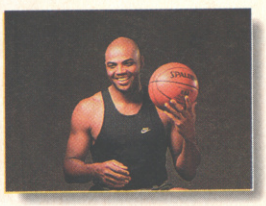

BARKLEY BASKETBALL:
SHUT UP AND JAM!™
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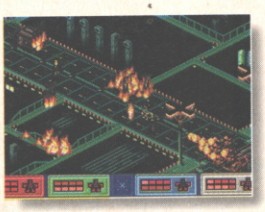

SYNDICATE™
Ocean

WOLFENSTEIN 3D™
Id Software

This is just the beginning for the Atari Jaguar 64-bit system. There are a ton of new games on the way for '94 designed to harness Jaguar's insane power. A power that's rapidly making other video game systems history.

Experience sports games so intense you'll feel the turf burn, combat games that'll drain pints of your blood, and dizzying virtual reality games like Doom and Alien vs Predator. Can you stomach a few thousand body blows? You'd better because in Ultra

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RISE OF THE ROBOTS™
Time Warner Interactive

ROBINSON'S REQUIEM™
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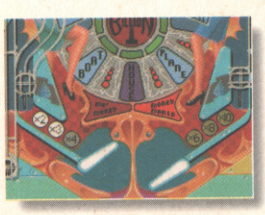

PINBALL FANTASIES™
21st Century

ULTRA VORTEX™
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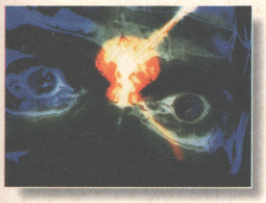

FLASHBACK™
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HOSENOSE AND BOOGER™
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Readysoft

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DOUBLE DRAGON V:
THE SHADOW FALLS™
Williams Entertainment

ASSAULT™
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DUNGEON DEPTHS™
Midnight Software

Vortex, Kasumi Ninja and Double Dragon V, we've taken brawling to the 64th level.

What makes Jaguar games so awesome? The raw power of 64-bit technology that adds CD-quality stereo sound, 16 million colors, and incredible 3D animation. No wonder it was voted the best hardware system in Europe and America. And it's the only system made in America.

This is just a preview of what's to come. The Atari Jaguar. 64 bits. Do the Math.

KASUMI NINJA™
Atari

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DO+THE MATH

INTERACTIVE MULTIMEDIA SYSTEM

the ultimate in games

November will bring with it the biggest change in videogaming for seven years as the Big Guns blast their way into the 32-bit war. We'll be sizing up three of the biggest entrants in the next eight screen-shot-packed pages. Game on...

While Nintendo is rationing info on its new Ultra-64, arch-rival Sega is gearing up for its two-pronged assault on the European and Japanese markets. November will see the UK launch of the Mega Drive 32X, the £150 bit-booster which will open the gateway to 32-bit gaming for Mega Drive owners. Although there aren't any finished games viewable yet, what we've seen so far certainly looks impressive.

In Japan, however, because the Mega Drive's fortunes of late haven't been so good, rumour has been rife that Sega would make the jump straight to the Saturn. Well we can tell you that they'll both be arriving at the same time in Japan, while us Brits will have to wait as long as a year before we'll be able to get our hands on the Saturn.

So where should you put your money? The Saturn's clearly the superior machine, with the greater range of games. However, the 32X boasts some very smart titles, it's much cheaper and before long you could be playing official releases with English speech and text instead of imports. If you want to upgrade now and buy a new machine later you'll have to wait until about Easter next year to decide if you want an imported Saturn. That way you get the best of both worlds with plenty of time to put cash away for hardware and games and see how the other 32-bit machines progress in the interim.

If one thing's for certain it's that Sega is going all-out to avoid the problems that have plagued the first 32-bit consoles – software. Despite having over 150 third-party developers for 32X and Saturn, Sega's first releases for both machines will be home-grown products. Sega wants to make sure it doesn't fall into the trap of having low quality, rushed releases when the machine is launched. Instead it has spent plenty of time and money developing the first wave of titles to make optimum use of the technology with the aim of producing some mind-boggling games. We've seen a good deal of software at the recent CES and Tokyo Toy shows and are convinced there's room for both machines alongside the other 32-bit console machines, especially in the light of Sega's new policy of controlled releases.

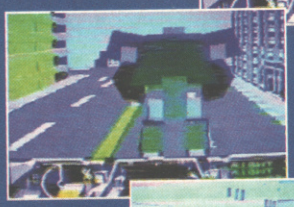
32X

metal head sega

For this release Sega have put the Mega Drive 32X's polygon processors into overdrive. It's based on the slightly dated Mech Warrior/Robot Jox giant battle robot scenario, with you at the controls of a huge metal maniac demolishing a city and battling equally massive creations. Of all the polygon-based games on show, this was technically the most impressive.

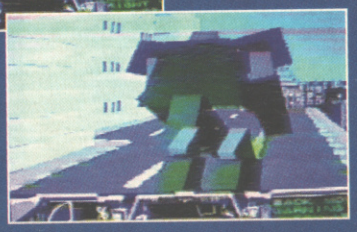
As with the Virtua games, Metal Head features countless different camera angles.

The basic aim of Metal Head is to kill things in the most violent way you possibly can...



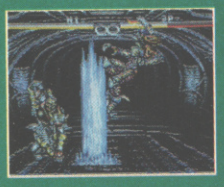
...what exactly is a giant robot supposed to do?

For some reason this early version is set in a city on top of a skyscraper.



cyber brawl sega

By now you've probably heard that Virtua Fighter isn't coming out on the 32X. What Sega do have in production though is an ace-looking beat-'em-up in the guise of Cyber Brawl. It doesn't offer the amazing 3D of Virtua Fighter, but it does feature the largest character graphics we've seen in any beat-'em-up.

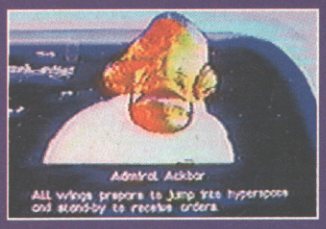


doom sega

Identical to the PC version in every way – which is a very good thing. Even better, we've also heard that Doom 2 will be converted. What more could you ask for?

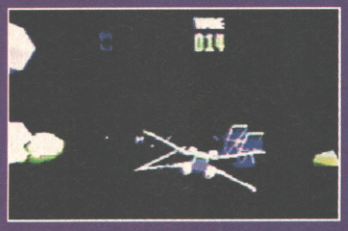
star wars arcade – sega

Despite being at an earlier stage of development than Virtua Racing, Star Wars is already looking very impressive. There's still a lot of work to be done, but what's there at the moment runs at a fair lick. Even better, we've also heard that this version will feature six levels instead of the coin-op's meagre four. You can read more about that on page 64. Again, there's still a very long way to go before it's ready to be launched, but the 32X seems more than capable of delivering the power needed to make this a very hot cart indeed.

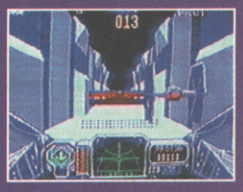


You're briefed before the missions by Admiral Ackbar, but basically if you shoot any imperial ships you find, you'll be OK.

This massive frigate is the largest single element in the game so far. As you fly past it there's no detectable flickering or slow down.



The behind-the-ship view is a nice touch, allowing you to view more of the star field. It's much harder like this.

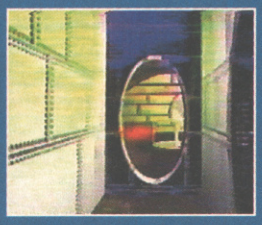


The game culminates with the attack on the Death Star's exhaust port. Again, this section is far from complete.

Sound effects sampled from the movies will be used to accompany the action along with the film's soundtrack.

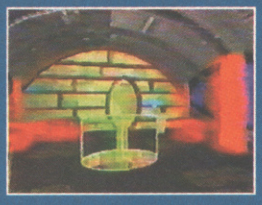
shadow of atlantis–sega

The 32X's graphic shifting abilities are put to good use in this undersea adventure. Shadow Of Atlantis is real 20,000 Leagues Under The Sea stuff, combining adventuring with puzzle solving. The graphics are amazingly colourful and update smoothly as you negotiate submarines and sunken wrecks. The bad news is Sega hasn't yet pencilled this in is as an official release.

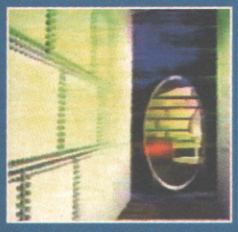


As you can see it's far more colourful and take our word for it...

...much smoother than its M-CD rival. Please release this here, Sega!



This kind of thing is impossible to do well on 16-bit machines.



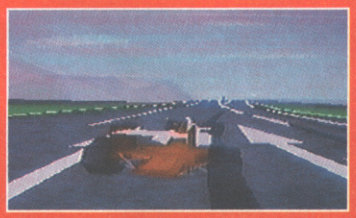
32X graphics in action. The update is similar to Mansion of Lost Souls on Mega-CD.

Eat your heart out Seaquest DSV.

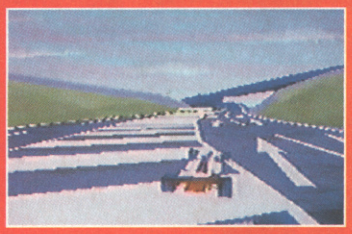
virtua racing deluxe sega

Rather than go all-out and produce a faithful replica of the Virtua Racing coin-op Sega has taken the original game and added several new elements. There are more tracks and two new types of car – a sleek futuristic roadster and a rather normal family saloon.

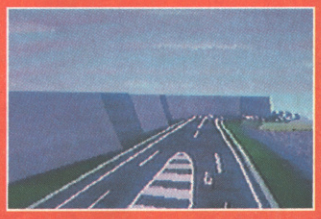
The version Sega demoed at CES was supposedly 60% complete, with only half the number of polygons of the finished version and no other cars. However, what is in place is the speed and smoothness of the coin-op version. It's certainly in a different league to the standard Mega Drive version.



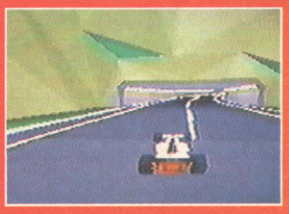
All the different view-points from the coin-op are featured...



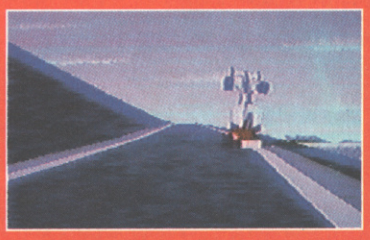
...although the cockpit view hasn't yet been included in this version.



Even at this early stage, Virtua Racing Deluxe matches the coin-op for speed.



Although Sega claims that there are still loads of polygons to be added, this version already looks amazing.



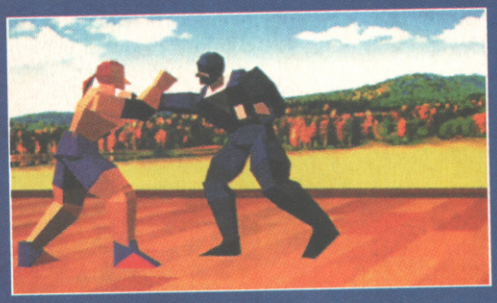
What is missing, at the mo, are the other cars – although it's tough enough without them.

the ultimate in games

Sega Saturn

virtua fighter

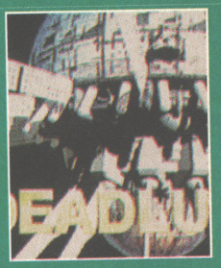
This is the one! Virtua Fighter in all its polygon glory will be coming to the Saturn and our sources tell us that it's going to be almost arcade perfect. However, we also hear that it's going to be a conversion of the original game, not the new Maniax version.



dream house

Essentially a conversion of the Mega-CD game, this adventure looks much better on Saturn and the programmers have added multiple gamepaths.

deadlus



One of the few shoot-'em-ups in development for the Saturn. It's a first person perspective blast which makes full use of the machine's polygon handling capabilities.

chinese detective

Apparently quite a lot of money has been invested in this detective thriller game, much being spent on location shoots in Hong Kong. Again, there's not much chance of it being released over here.

pebble beach

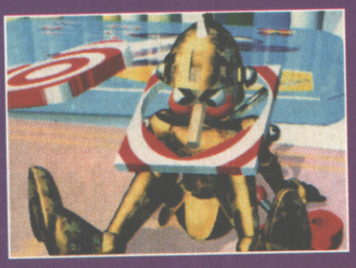
Golf games are hugely popular in Japan, so it's understandable that Sega has one as one of the company's first Saturn releases. It features digitised characters and courses taken from the Pebble Beach complex.

clockwork knight

This is one of the first Saturn games we saw, and it really proves the machine's capabilities. It's a platform game set in a toy room where the occupants come to life at midnight to embark on a quest to find their missing mate. The camera panning and multi-layer graphics make this look more like a cartoon than a game.

▲ *We've seen this running and believe us, it could turn out to be one of the best games ever.*

Technically the animation is better than anything we've seen in a platform game...▼



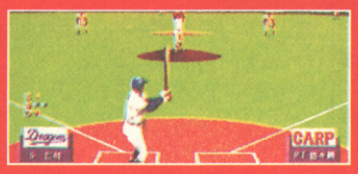
▲*...with loads of movie-style camera angles and special graphic effects.*

shinobi X

Sega stalwart Shinobi will also be appearing on Saturn. The graphics are made up from digitised characters instead of conventional sprites. It's not a revolutionary title, but it looks like it plays very well indeed.

greatest nine

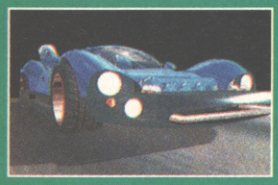
Game for hard-core baseball nuts. It looks good, but we'd be surprised if it ever saw a European release.



sim city 2000

The Saturn version of what could well turn out to be the PC game of the year should be a conversion of the forth-coming PC CD-ROM version. This features Full Motion Video clips for disasters and other events in the game.

gail racer



Based on the 1991 coin-op smash Rad Mobile, Gail Racer's fast enough to give Daytona and Ridge Racer a run for their money. Still, the proof is in the game-play and it's far to early to judge yet.

Mega Drive 32X Spec

CPU: 2X32-Bit RISC
Speed: 40 MIPS
Colour: 16-Bit
Graphic Capabilities: Video Digital Processor, texture mapping.
Storage: CD/Cartridge
Availability: November
Sega's stop-gap offering is shaping up to be an essential Mega Drive purchase. Naturally there are plenty of big name releases for it, and while, technically, it's quite a modest machine it does have plenty of plus points. For one thing it gives the Mega-CD TruVideo capabilities, which is Sega's equivalent of the M-Peg standard. Best of all it's only going to cost £150. At that price it's even worth buying a Mega Drive to own one.

panzar dragon

The other Saturn shoot-'em-up is an unconventional affair, with the player taking a seat on the back of a dragon. The texture mapping is exceptional, with mist effects and objects fading in from the distance. It has two view points: behind the dragon or first-person.

daytona usa

Finally, proof Daytona is coming to the Saturn. This demo was on display at the recent Tokyo show, though all we saw was a bit of ground with 'Saturn' sprayed on it.

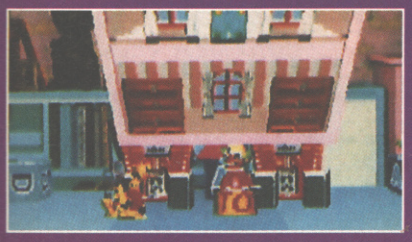
victory goal

When we first featured this it went under the title of Saturn Soccer. Now it's got a real name and it's shaping up to be real good.

Saturn Spec

CPU: 2X32-Bit RISC
Speed: 27Mhz
Colour: 24-Bit
Graphics Capabilities: 900,000 polygons per second, texture mapping, four sprite levels plus full manipulation including transparency, scaling and Gourad shading. M-Peg FMV likely.
Storage: CD and cartridge.
UK Availability: Mid-1995 on import
The fact that it also has a cartridge slot suggests that Sega might one day release a Mega Drive adaptor for the machine.

Hopefully Sega will be bundling Clockwork Knight with the Saturn... ▼



▲... as it's heading up our top-10 most wanted games at the moment.

blue speed

This is another game we might not see here. Blue Seed is an RPG pencilled in for release early next year. It's shaping up to be very good, although you'll need to be able to read Japanese to play it.

the ultimate in games

Setting the globe on fire

Sony wants the whole world in its hands with its revolutionary PlayStation – they just might get it...

Watch this space: a volcano is about to erupt. Since its glitzy debut at the Tokyo Toy Show, the PlayStation has become arguably the most talked about machine in the Japanese games press. Everything here comes from that show, and some of the games might not make it to the UK, but they're a taste of what will happen when the machine launches here next year. And in the meantime expect PlayStation coverage to lie dormant under a Sony security blanket – so enjoy the screenshots while you can...

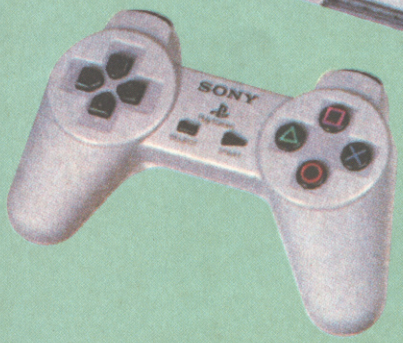
Sony has big plans for its wonder console. It predicts almost one million machines will be sold in the first 12 months and can't put a figure on the software.

The PlayStation is more than hype. It's a big effort by Sony to capture a giant slice of the world videogaming market. And it has got off on the right foot. Already over 170 third-party developers have been signed to produce software for the machine

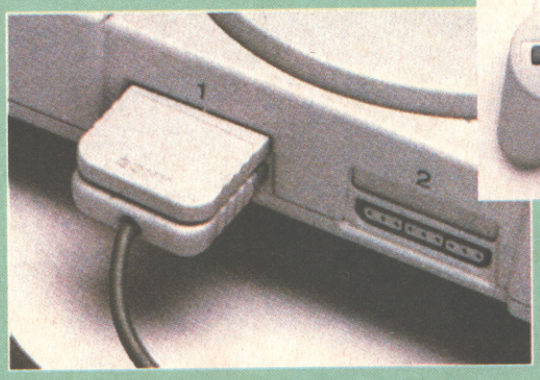
ridge racer -namco

While Saturn owners will be able to get their hands on Daytona US, Namco's equally smart driving sim will be coming to the PlayStation. It's still not clear whether it will be multi-play, though.

The RAM cards can store 1M-bit of information (256K), with the machine itself being home to 8 megabytes of on-board RAM for video, sound, data storage and the operating, plus a 256K buffer for the CD-ROM drive. Larger cards will be available next year, although they won't be cheap.



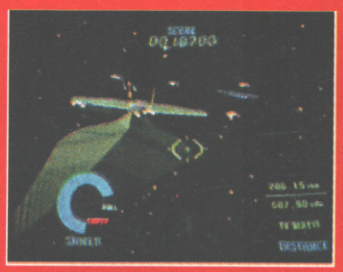
The machine itself isn't that big – it's only 5cm thick and about the size of this magazine. It's designed to be as simple to use as possible with the only controls being the open, power and reset buttons. So far only mock-ups (such as this one) have been shown to the media, but we've just heard the press will be allowed to get their hands on the real thing at Sony Japan this August.



▲ *Including directional controls, the PlayStation joypad has 14 buttons. Despite being on the chunky side, it's apparently very comfortable and easy to use.*

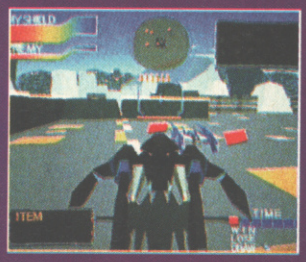
star blade–namco

Another Namco arcade conversion, this one's a 3D blaster which is similar in many ways to Sega's Virtua Star Wars.



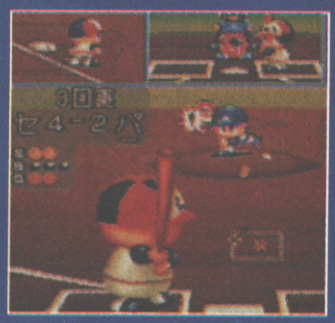
cyber sled–namco

The third Namco coin-op conversion for PlayStation. It's a polygon-based blaster which features all manner of giant robot and alien space craft.



powerful professional baseball–konami

Big, cute graphics, lots of action and a running commentary plays throughout. It's not likely to be released in Europe though.



derby stallion–ascii

A horse racing game doesn't sound the most exciting thing on Earth, but there's one coming to the PlayStation anyhow. Don't expect to see this getting a European release, though.

(not including Sony's own ever-growing development houses). There's much more to this story than mere company rhetoric. Chip for chip, the PlayStation will be the most powerful games console ever made. Its graphic engine alone is capable for shifting 1.5 million standard polygons, or 500,000 texture mapped polygons every second. The advanced graphic architecture can also rotate and scale up to 4,000 8x8 pixel sprites in high-resolution mode plus support M-Peg and J-Peg compression

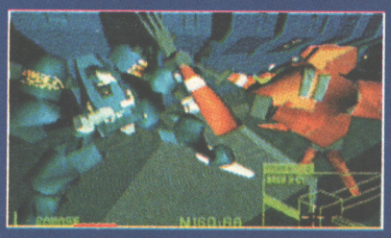
For all this technical excellence, the console still holds one or two comparatively archaic features which have impressed us as much as anything. The designers haven't concentrated solely on polygons, Gourad shading, texture mapping and other such features. They've also managed to incorporate powerful 2D scrolling and sprite functions which, when you consider the number of classic games which could be converted to this system, is a very good thing indeed. It's also a very expandable system. RAM cards can be plugged in letting you save games or characters and then take them round to your mate's house and play them on their machine. The RS232C socket will allow multiple machines to be linked up, along with devices such as hard drives; it could also be used to hook a PlayStation up to two monitors for multi-player games.

A key weapon in the PlayStation's arsenal is the wave of discontent with Sega and Nintendo that has swept through software companies. The latter make games to make money, and the fact is, unless your SNES or Mega Drive game hits the top 30, you're not going to see much cash from it. It's not just the high-price of carts, they have to pay royalties on game sales and often break their budgets redeveloping games because they've been refused on quality grounds. But when you look at some of the releases that have cropped up in the last two years, this doesn't seem to be consistent policy. All of which is why the softcos are looking for an alternative system, one which will give them the freedom to design games with less constraints – and without a big brother third-party manager breathing down their necks.

What Sony is going to

zero device-zoom

Stunning polygon-based beat-'em-up. It's fast, the graphics are detailed and with an infinite number of viewpoints made possible by the PlayStation's realtime modelling hardware.

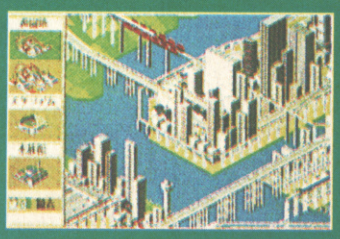


ultimate parodius–konami

One of the biggest name games coming to the PlayStation. Details are scarce, but it should turn out to be an enhanced version of the coin-op.

a-train iv–artdink

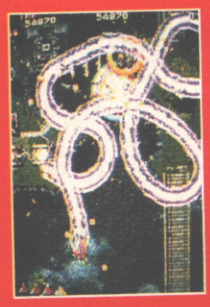
While Sim City became a massive hit here, the equally excellent A-Train didn't quite have the same impact. However, it's one of the most popular PC games in train-mad Japan, which explains why it's coming to the PlayStation.



the ultimate in games

raiden– seibu

Not getting carried away with the PlayStation's graphic technology, Jap firm Seibu has this vertically scrolling shoot-'em-up amongst its first batch of releases.



formation soccer – human

Regarded in Japan as one of the best footy games on the market, this is another title scheduled for release in the first half of 1995.

pori pori circus grand prix – sony

Ultra-cute comedy race game with cartoon-quality graphics and outrageous tracks. Looks like being one of the most heavily pushed early releases.

great pains to stress is that the PlayStation is a games machine, pure and simple. It's not intended to be a set-top home entertainment centre, or a device for playing movies on – even though the machine can be adapted to decode the white book movie video compression standard, and there's a suspiciously Digital Video Cartridge-shaped slot. This, they believe, is an important point – especially when the term 'multimedia' means so little to so many.

Development costs for a PlayStation game are high. Even for a conversion of an old game, the basic development toolkit is needed – and that clocks in at a cool £10,000. Add to that the inevitable movie sequences, cartoon sections, recorded music and voice talent and you've got a recipe for potentially expensive software.

However, Sony claims the average game will cost you £30-40, making them cheaper than most Mega-CD releases. Currently around 30 titles are slated for release over a 16-week period, with six hitting the shelves the same time as the console. The machine will also be coming with a game, although which one it is hasn't yet been decided.

What is certain is that there's room enough for Saturn, 32X, Ultra 64, 3DO, Jaguar CD and PlayStation. When you look at the huge sales of Mega Drives, Amigas and SNESes, it's easy to see all three machines doing very well. The proof, though, will be in how playable the games are, not the tech specs of the consoles. And, with software companies' new-found quality-awareness, the future's looking very rosy.

red prism- sony

metal jacket – pony canyon

Awesome-looking Battletech-style game. It looks like being the most graphically impressive of the PlayStation's early releases.

Multi-player robot combat sim which makes full use of the serial connection facilities on the PlayStation.

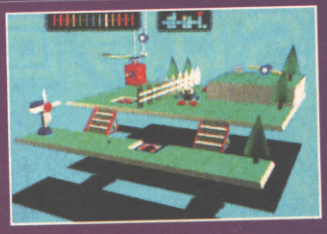
princess maker 3 – gaynax

Another Japan-only release. It's a bizarre simulation where you raise a girl to become a princess or, ahem, a lady of disreputable virtue. If you get what we mean.

charlotte's castle asmic

Based on the obscure cartoon series, this action adventure is due for a Japanese launch mid-1995.

ganbare morikawa-kun sony



This strange strategy game has you building robots and solving puzzles. Bizarre, but certainly original.

twin goddess-polygram

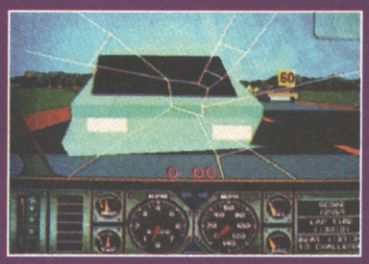
Thanks to its compression hardware, double-speed CD drive and large memory buffer, Full Motion Video is a doddle for the PlayStation. And that's exactly what's put into use for this movie-style fantasy combat game.

blue forest – lightstuff

Typical Jap-style RPG which will probably be loaded with Japanese text and speech, rendering it unplayable to us Brits.

race drivin' tengen

The follow-up to Hard Drivin' could have a tough time when faced with rivals such as Namco's Ridge Racer.



ora-164 sony

Despite looking like a normal horizontally scrolling shoot-'em-up, Ora-164 makes use of multiple graphic planes and high-resolution images to create, potentially at least, a game capable of reviving this flagging genre.

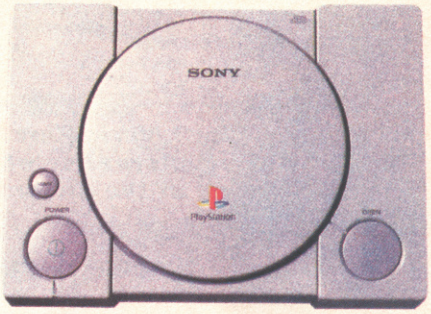
v-zone-sony

It looks like pinball, but in fact this is a pachinko sim. As the game holds no appeal outside of Japan and Hong Kong, we doubt very much if we'll see an official version of this.

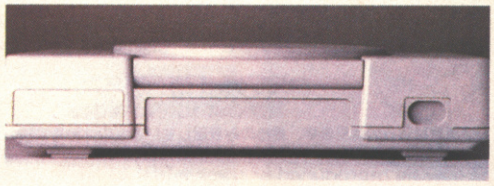
ark the red-sony

It's clear that the programmers have set out to create a different type of RPG with Ark the Red. The onus is as much on action as puzzle solving and exploration.

PlayStation Spec

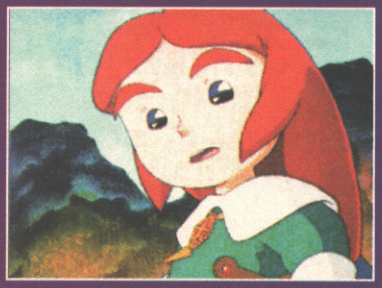


CPU: 3000A 32-Bit RISC
Speed: 33Mhz
Colour: 24-Bit
Graphic Capabilities: Up to 500,000 texture mapped polygons per second. The most powerful graphic engine ever seen on a home machine.
Storage System: CD
Availability: November launch in Japan.
Of all the new machines, the PlayStation easily has the best technical specifications. If Sony delivers the goods on this machine, it could well prove to be the dominant console when it's released in this country. However, expect to pay up to £700 on import and £60-70 for the games.



tale of poporokuroisu-sony

The name makes this promising RPG sound like an East London kebab shop, but in truth this is likely to be one of the strongest titles in the first batch of PlayStation discs.



WORK IN PROGRESS

■ SNES
■ RACING GAME
■ £TBA ■ OUT NOVEMBER

■ NO OTHER VERSIONS AVAILABLE
■ MEGA DRIVE AND SONY PLAYSTATION VERSIONS PLANNED

Ubisoft hopes to stall Mario Kart with its four-player alternative which is so hard that none of the drivers wear helmets!

It's about time someone had the guts to come up with an alternative to Nintendo's superb Mario Kart. It was one of the first games to use the DSP chip, resulting in incredible speed in the graphics department. But it's the cost of this chip which has probably put many developers off bettering the Mario Kart formula. Imagine our suprise, then, when Ubisoft turns up with a Mode-7 game which is faster and doesn't use any special chips at all. Street Racer is also the first racing game to support four players simultaneously on screen, and with eight cars and 32 tracks squeezed into an 8 meg cart this could be something big.

The basic idea is just like Mario Kart, with eight characters out to win by any means at their disposal. Each car's driver has his or her own distinctive personalised tactics for outwitting opponents and winning the race. Surf, for example, is a real babe and has a nasty habit of magnetically attracting the other players close enough so that she can whiplash them out of the way with her beach towel. Check out the rest of the page for the other characters', erm, peculiarities, and expect a full review in a couple of issues' time...

▲ The clouds in the backdrops are on a par with Virtua Racing's. This is Raphael's track, his armoury comprises a grapple for frontal attacks, a scary in-car stereo and a mean punch should your motor interfere with his.

Sydney's a pretty place, ▶ but your opponents couldn't give a XXXX for the Opera House – they're too busy trying to run you into the drink, mate!

▲ All the characters have their own little idiosyncrasies; Raphael, for example, won't pick on Surf 'cos he's got the hots for her.

▲ Frank has a bat mobile to help himself round his Addams Fam-style track.

STREET RACER

● GAME BY VIVID IMAGE ● CONTACT UBISOFT (081-343 9055) FOR INFORMATION ● 8MEG CART

Coming first isn't paramount, as the final scoring also depends on the number of pick-ups and power-ups that you've managed to acquire along the way.

This is Hodja's track, he's from Turkey, so you'd better steer clear of his Ottoman weapon and beware of his magic carpet which can levitate him over other players.

Don't get sumo-smashed in the land of the rising road-wrecker.

Aside from the main racing game there's two other games included, one of which is Rumble where, WWF-style, you have to eject your opponents from the ring.

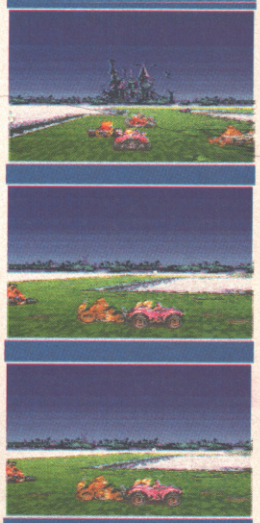
By keeping the ball in play and dispensing with the ref, this bumper-soccer game is going to be fast and flippin' furious, and no mistake.

PULL UP TO THE BUMPER BABY...

IMPROVING THEIR IMAGE...

Vivid Image is the programming team behind the rather gorgesome looking Street Racer. Mev Dinc, the man responsible for the likes of First and Second Samurai and, is dead proud of his new baby, and especially of the fact that there's no slowdown, "...not even on the four player mode". Certainly the four-way split screen is quite a marvel to behold, and after deciding that they were getting a tad over-competent on the Hard level, the Vivid team have just decided to add a Crazy level, which even they find nearly impossible to beat.

LET'S SEE THAT ONE MORE TIME...



What a godsend for the resolution of sporting arguments, the action replay has been. Off-side? In or out? Did the cars' wheels hit one another? Now thanks to Vivid Image you can replay each Street Race you've taken part in. So when you're racing your mates, and an argument arises over what precisely went on you can just re-live the whole event. And you don't just get the standard perspective – thanks to a unique 'all-angle' option (developed incidentally to demo the game at the CES), you can view the action from a variety of vantages, from worm's eye to head-on!

COMING SOON

MEGA DRIVE/PLAYSTATION

When CVG visited Vivid Image's HQ Mev was excitedly awaiting the arrival of his PlayStation development kit. "The possiblities for Street Racer on that machine will be incredible." Much closer in the pipeline, though, is the Mega Drive version which should be ready early in the new year.

■ **EXPECTED RELEASE: EARLY '95/UNCONFIRMED**

● A CHARACTER FROM THIS GAME, HODJA, IS TO STAR IN HIS VERY OWN GAME, SEE NEWS FOR DETAILS.

WORK IN PROGRESS

- PC/AMIGA
- ADVENTURE
- £39.99/£34.99
- OUT SEPTEMBER

NO OTHER VERSIONS AVAILABLE
1200 AND PC-CD VERSIONS PLANNED

DREAMWEB

Dreamweb is rude in the parts other games dare not reach. It's an adult adventure aimed at kids.

Empire could well find themselves embroiled in controversy on account of Dreamweb's blatent flaunting of violence, bad language and hot lurve. It's a point-and-click adventure, your mission being to assasinate seven people. You'll need to examine everything to do the job - some objects are just a pixel big!

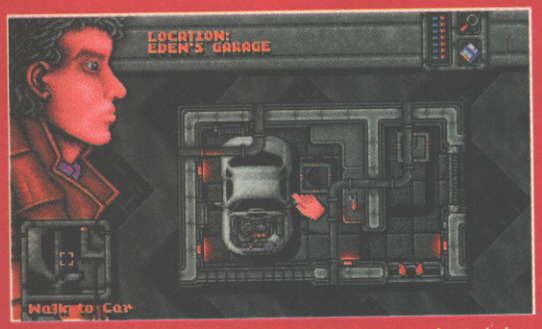
Dreamweb has taken two years to develop, and boasts 4000 frames of animation, 200 explorable locations and 80 characters to encounter.

One of the game's top features are the choreographed combat sequences which are like mini reaction tests. And with violence so prominent in this game, if your clues don't help you past a scene you'll usually be able to draw your gun and shoot your way through.

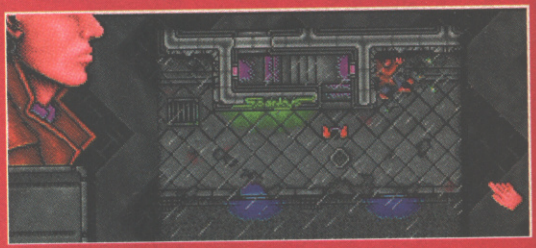
◀ *Your inventory is always just a click away. You'll even be able to mix and match some objects to create a more useful item.*

Most of the game is played in a small area of the screen, with the background, as you can see, only there for effect. ▼

▲ *Naked flesh alert! We couldn't print the best bit, though - just expect to be shocked by this game.*



▲ *On the bottom left screen you get to see an enlarged view of the cursor position. This is important as some objects can't be spotted without it.*



Your gun comes in very handy if people don't want to co-operate in your investigations. ▶

▲ *The game's all point-and-click with the aid of this hand.*

Here's the Dramweb - in your dream you've been told to kill a bunch of people who threaten the Web. ▶

COMING SOON

SNES/MEGA DRIVE
- Syndicate
- EA/£TBA

Also set in the future, here you need to control eight secret agents across 3D isometric surroundings as you attempt to win over countries. A PC conversion.

- EXPECTED RELEASE: NOVEMBER

● GAME BY EMPIRE ● CONTACT EMPIRE (081 343 7337) FOR INFORMATION ● 386 MINIMUM PC

WORK IN PROGRESS

THE SMURFS

■ SNES/GAME BOY
■ PLATFORM ■ £UNCONFIRMED
■ OUT SEPTEMBER
■ NO OTHER VERSION AVAILABLE
■ MEGA DRIVE VERSION PLANNED

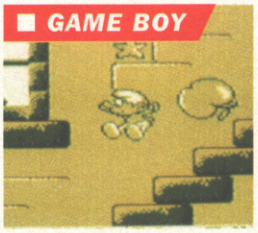
Smurfs are making a comeback, from club culture to video domain. It's time to swing your pants and wear big hats, apparently...

A hundred male Smufs and one female Smurf sounds like a good time, and it would be if you weren't constantly interrupted by the likes of Gargamel and his cat.

Well, it's Smurf to the rescue in this game. Garg' has managed to capture a number of your pals and you need to Smurf them free. Rescue one and you then play as that Smurf until you find the next.

Predictably, Smurfs is a platform game and as such you can expect all the customary jumps, climbs, disappearing blocks and jumping on opponents' heads that you've seen elsewhere, but this time it's been done in a far more elegant way. Look out for some impressive, rotating Mode 7 graphics too, which hasn't been seen since Konami's Axelay.

■ GAME BOY

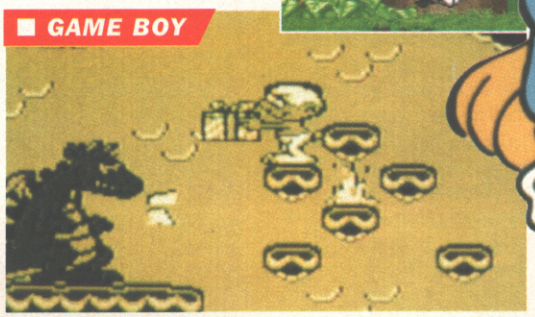


▲ Constant action will be a a big plus point and the controls are responsive.

Here's one of the bosses. ▶ You have to use the spring to bounce on to the heads of the plant.

■ SNES

■ GAME BOY

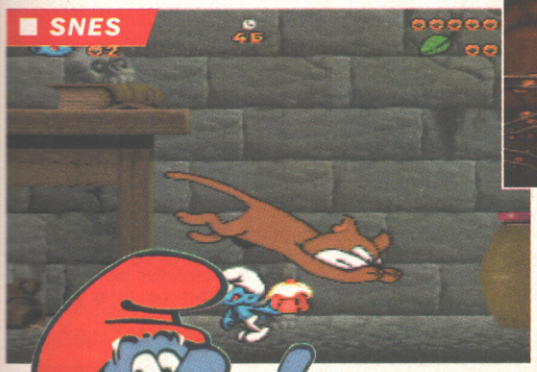


▲ In the Game Boy version you only play one of the Smurfs - but at least it's the one with a weapon.

■ SNES

▲ Here you need to guide the Smurf along the correct mine tracks to get to the bottom. The correct switches need to be activated quickly.

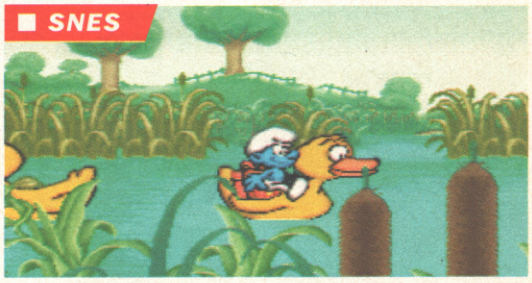
■ SNES



▲ One of the nice things about the game is the use of hefty sprites. Very smoothly animated too.

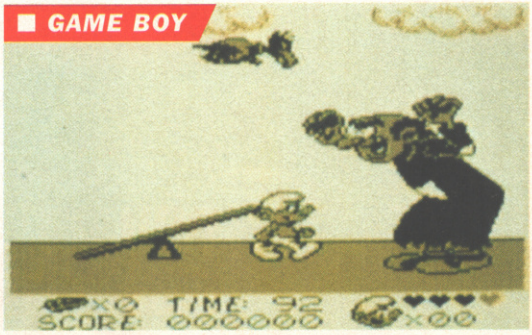
Even the Game Boy version will feature massive sprites. Killing Garg is really hard, we might add. ▶

■ SNES



▲ All the animals are friends with the Smurfs, so use them to get around safely.

■ GAME BOY



COMING SOON

MEGA DRIVE
■ The Smurfs
■ Infogrames

The 16-bit Sega version is expected to be no different to the SNES game previewed and seen here. But the use of colour probably isn't going to be quite as vivid as these grabs show.

■ EXPECTED RELEASE: SEPTEMBER

● GAME BY INFOGRAMES ● CONTACT INFOGRAMES (071-738 8199) FOR INFORMATION. ● CART: 8 MEG ON THE SNES

WORK IN PROGRESS

■ PC
■ RACING
■ £TBA ■ OUT OCTOBER
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

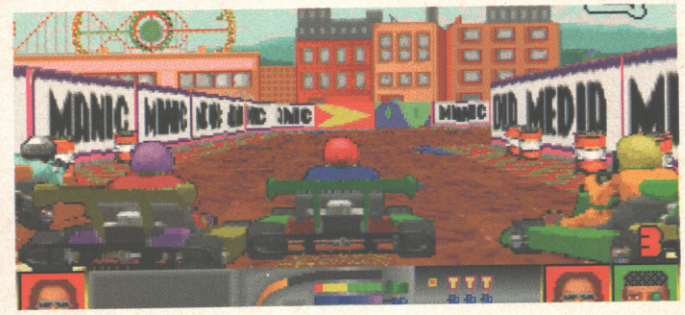
SUPERKARTS

It may resemble Mario Kart in concept but this PC racing game uses the slickest 3D graphics engine to date.

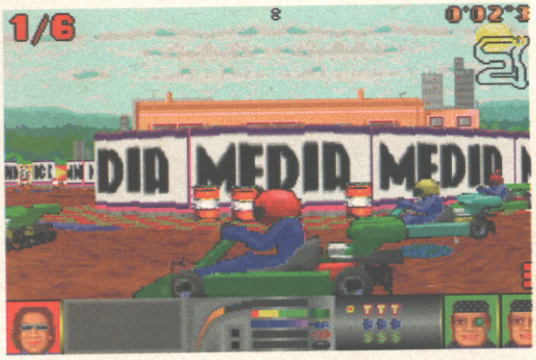
Manic Media Productions has a new RT3D graphics engine which runs super-fast texture mapped worlds at 50 plus frames per second. SuperKarts is based on this code and promises to provide the best racing fun that the PC has seen for yonks.

There'll be eight 3D tracks playable in split-screen mode or through a network for up to eight people. The game's aim is to create a realistic simulation of the sport with believable kart handling, multiple camera perspectives and replay modes. While playing you'll be able to pick up tokens such as turbo, extra grip and oil to enhance your performance.

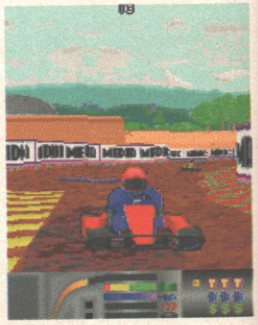
Conclusion? Well let's just say that we're battling to bring you the super exclusive on this one. This could be the start of a whole new series of race games.



◀ *As in the real thing, winning the opening scramble for position is all-important, so be prepared for a jostle-fest.*



▲ *By using the side view you can quickly check what's in front of and behind you. Particularly good on corners.*



▲ *Aside from the first person, there's a whole range of alternative perspectives on offer. You lucky people!*

▼ *There are plenty of short cuts available on the courses. In the finished version you'll have ramps to jump too.*

◀ *Yep, there's a split screen mode as well! Different perspectives in each window will be available, but you don't get the background graphics at present.*

▲ *Select different-sized engines for your kart in practice mode and try your luck on an obstacle course.*

COMING SOON

SNES
■ **Street Racer**
■ **Ubisoft/£TBA**
Wow! This could actually be better than Mario Kart with 32 tracks, zippy Mode 7 graphics and four-player simultaneous action. Bonus games too.
■ **EXPECTED RELEASE: NOVEMBER**

● **GAME BY** MANIC MEDIA PRODUCTIONS ● **CONTACT** MMP (0865 726544) FOR INFORMATION ● 386 PC MINIMUM

SOME DAY ALL WARS WILL BE FOUGHT THIS WAY...

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- Authentic computer, navigational and combat systems.
- 16 Meg cartridge packed with digitised sound and video, and stunning animated sequences.
- Relentless swarms of Mig-29s, Sea-to-Air Missiles, and heavily defended ground targets.

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- Switch to turret views for fast-paced, action-packed assaults on enemy strongholds.
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SUPER NINTENDO™ ENTERTAINMENT SYSTEM PAL VERSION

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WORK IN PROGRESS

BOMBERMAN 2

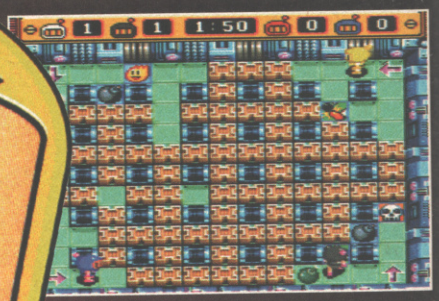
SNES
PUZZLE
£TBA OUT NOVEMBER
NO OTHER VERSIONS AVAILABLE
NO OTHER VERSIONS PLANNED

One of the most playable games of recent years makes an explosive return in a bigger and better incarnation...

Yes we know this game's already out on import but here's the official British version which'll no doubt be a hot one for Christmas.

Bomberman 2, like its predecessor, is set to be one of those essential games for anyone owning a multitap. With four players, or even one, Bomberman's trademark is addiction.

The game's style is probably best described as hide-and-seek in a maze. Your character has to dash around setting bombs to make certain walls, while keeping away from baddies wandering around the level. There are 40 new levels set against the clock, but where Bomberman 2 will differ from the original is in the scope of dangers and power-ups littering each maze. There's much more imagination in this version and it's been beefed up in the difficulty department too. Let's see how...



▲ One of the better features in Bomberman 2 is better use made of being able to walk in and out of the screen to escape dangers.

▲ The game design has been retained, but with loads of neat added extras.

▲ One of the best power-ups in the original was punching bombs along a row, but now you can pick them up and chuck them instead!

▲ In Battle Mode you can now define the difficulty of the opposition. You can also change colours of the characters.

▲ The Tag Mode is a new feature in this version, so you can switch players.

▲ You need to complete each stage before the ticker runs out. Fail, and a spiral of blocks will start to form, crushing you in its path.

▲ Expect to encounter quite a few of these scrolling mazes. It makes things a bit more tricky if you're playing with four players.

ORIGINAL VERSION

PC ENGINE
Bomberman
Hudson Soft/£33
The first game in this series is still one of the best in this genre. Some top graphics and the same blend of complex stages and puzzles. Essential.
ISSUE 112: 93%

● GAME BY HUDSON SOFT ● CONTACT VIRGIN (081-960 2255) FOR INFORMATION

WORK IN PROGRESS

SYLVESTER & TWEETY

- MEGA DRIVE
- PLATFORM
- £UNCONFIRMED
- OUT SEPT
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED

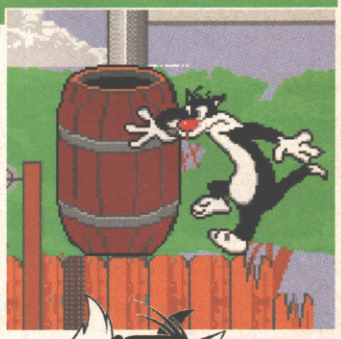
I tawt I taw a puddy cat! You did, you did. It's Sylvester, and he's having Tweety pie round for dinner...

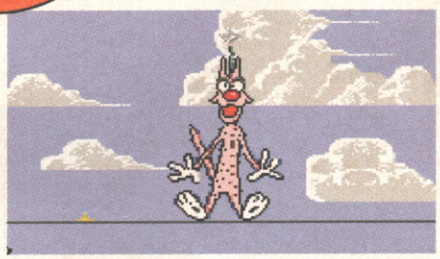
Duos are really in at the moment, especially as they give softcos a new spin on the platform game genre. Instead of one cute creature running round level after level, you now have two of the little bleeders. Sylvester & Tweety being the latest.

Warner's classic characters star in their own platformer, with the idea for the game based on the traditional cat-eat-bird storyline. You take control of Sylvester in a bid to catch Tweety Pie and turn him into a canary pastie. The graphics large and recognisable, fully retaining the style of the cartoon.

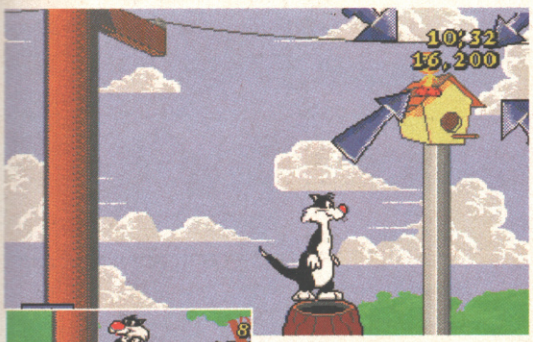
Various characters are out to stop you though, like Granny and her marauding broom, or the stereotyped cartoon bulldog. The game is best described as explorative rather than fast and furious, with you searching through the level at your own pace, collecting the objects you need to catch Tweety and move on to the next level.

▲ *Sylvester has to manipulate and carry various objects to help him around the levels. By climbing on the box he can then balance on the fence.*





▲ *Sylvester has the kind of agility that you would expect of the local feline, walking along thin wires being one of his talents. Shame a resistance to electricity isn't part of his repertoire too.*



▲ *A few useful pointers help you locate your little feathered friend/lunch. Subtle aren't they?*

◀ *That'll stop that peskey mutt from interfering in your quest to get the hell out of this level.*

▲ *Remember to collect certain items along the way; what would come in (very) handy right now would be the boxing glove.*

Now no guesses as to where Tweety's mate is hiding. Tune in next month for the full review folks. ▶

ALTERNATIVE

SNES

- **Pink Goes To Hollywood**
- **Bandai/£49.99**

The Pink Panther's eponymous outing on the SNES is a platform caper which is similar in style to the above. A fun, but not exactly taxing, platform romp.

- **NOT REVIEWED**

● **GAME BY** TIME WARNER ● **CONTACT** TIME WARNER(0604 602800) FOR MORE INFORMATION

WORK IN PROGRESS

DONKEY KONG COUNTRY

■ SNES
■ PLATFORM
■ £TBA ■ OUT DECEMBER
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

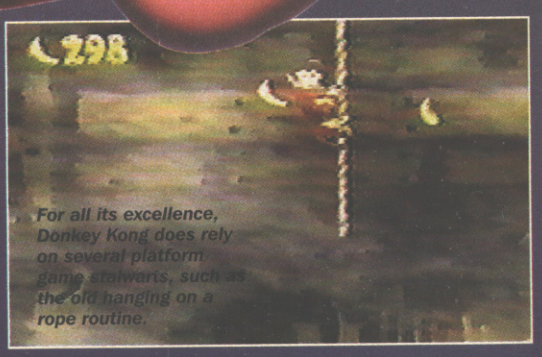
A revolution in console games? That's what Nintendo is promising with the spectacular platformer Donkey Kong Country...

It's all change for Nintendo this Christmas – it's move over Mario and make way for Donkey Kong, the Nin's long-forgotten hero. Thank's to the Super Game Boy he's already started back on the road to stardom, and now Nintendo is set to launch him again in a game which will redefine your concept of 16-bit gaming.

Donkey Kong Country is set to hit the SNES this Yule, but in fact it's more like the kind of game we'd expect to be playing on a 32 or even 64-bit machine several years from now. It overshadowed everything else at the recent CES show in Chicago and it's going to wow SNES owners all over the world. The key to the game's imminent success is its graphics. They've been developed on the same kind of Silicon Graphics system that will be used for the Ultra-64 – and it shows! You've never seen anything like this before. Until you've actually seen it running you'll just have to take our word for it that this is the business.

The animation is like something out of a computer generated cartoon. All this is crammed into a 32-meg cart, which its rumoured will be priced around the £50 mark. It's this cheap for two reasons – firstly, Nintendo wants hi-tech games such as this to bridge the gap between 16 and 64-bit, and secondly its out to steal Sega's thunder when it launches the

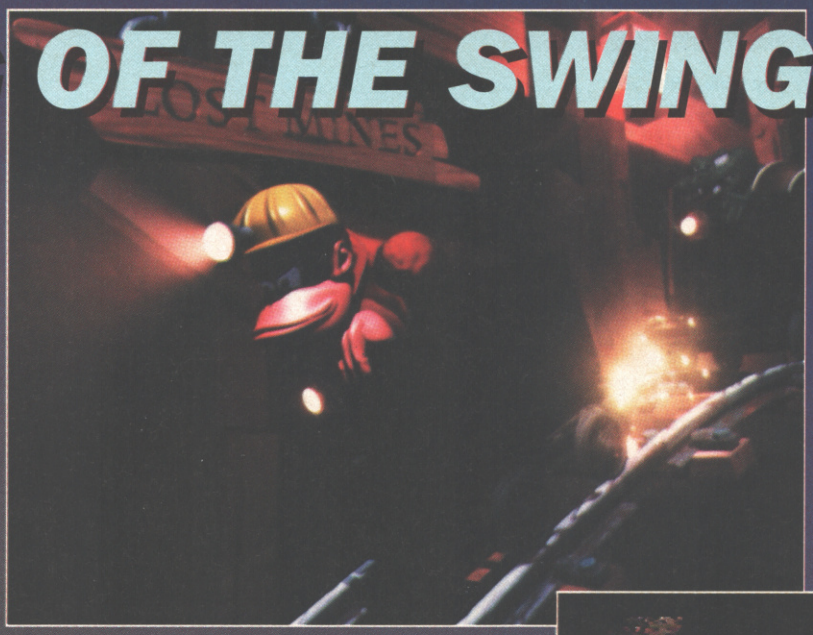
When you see the game running it's hard to accept that what you're seeing is actually being produced by a SNES.



For all its excellence, Donkey Kong does rely on several platform game stalwarts, such as the old hanging on a rope routine.

● GAME BY RARE ● CONTACT NINTENDO (0329 822565) FOR INFORMATION ● CART 24 MEG

KING OF THE SWINGERS

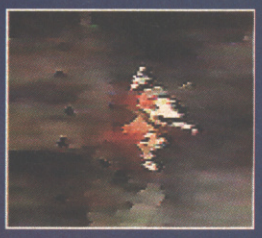


Mega Drive 32-X later this year.

Before you think we've been suckered in by the head-shatteringly amazing visuals and forgotten the gameplay, we can tell you that this is going to play as well as it looks. It's got all the features common to Nintendo's best platformers, it's jam packed with over 100 levels, plus bonus rooms and hidden stages and so many features it's impossible to list them all.

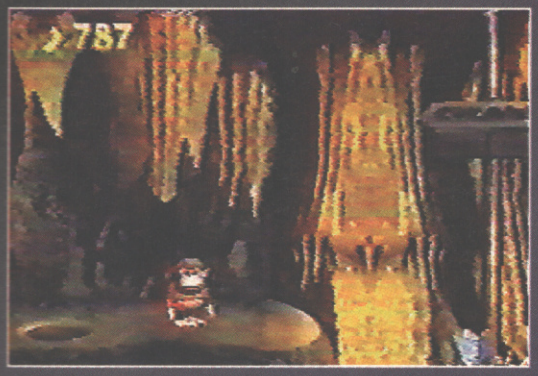
Kong isn't alone, though, helping him is Diddy Kong, his chimp sidekick, who has his own set of levels as well as ones where he teams up with his big buddy. In fact, unlike most games, the action doesn't depend on the core character's abilities, Kong and Diddy are very much at the mercy of the game and your skills, or indeed lack of them.

There are no special moves, no fireballs, no super flying capes. All Kong and Diddy can do is hitch a lift on the back of a rhino or ostrich, hurl barrels, run jump and roll. The rest is down to how you get them to negotiate the scenery and any useful items that are lying around.



▲ *Being a platform game, there's plenty of jumping involved, but there are very few areas where you're required to time a jump to pixel perfection.*

▲ *Your enemies attack from all sides. Here Diddy Kong, embittered by such a childish name, plans to extract his revenge on a low-flying buzzard.*



▲ *Leave Kong or Diddy alone for a few seconds and they do their best to be appallingly cute – with a large amount of success.*

▲ *Despite being on the small side, the rhino takes no crap from the jungle's residents. It's a spike up the backside for anything that doesn't get out of the way in time or makes fun of its size.*

THE RARE ART OF ORIGINAL GAMES

Amazingly, Donkey Kong Country isn't being programmed in Japan, it's being produced on home turf in old blighty by veteran codesters Rare. This team also contains the people responsible for developing the Advanced Computer Modelling (ACM) system used for the graphics.

In its former guise of 8-bit developers Ultimate, Rare was also responsible for some of the most innovative games the computer world has ever seen. With Knightlore it created the first isometric adventure, Jetpac, which for a long time was the best shoot-'em-up anywhere and stack-load of other landmark titles including Trans-am, Sabre Wulf, Underworlde and Lunar Jetman.

▲ *Conclusive proof that worms do explode when you hit them with a barrel of Grolsch extra. Occasionally such an act will also release a bonus icon, but that's only if you're playing Donkey Kong Country. Do it in real life and you'll be pumped full of Thorazine and locked up for being mental.*

▲ *As well as banana bonuses, there are also letters to collect. Spell KONG and you get to a bonus strange.*

● THE VERY FIRST KING KONG MOVIE EVER MADE WAS WAY BACK IN 1933, AND IT WAS BEYOND A REASONABLE DOUBT THE BEST VERSION EVER, BUT EVEN IN THEM THERE DAYS OF HOLLYWOOD THEY WERE QUICK TO FOLLOW IT UP WITH A SEQUEL, IMAGINATIVELY TITLED 'SON OF KONG'.

WALK THIS WAY

Working on the principle of why walk when you can get a lacky to carry you, Kong employs a variety of objects and mates as improvised taxis.

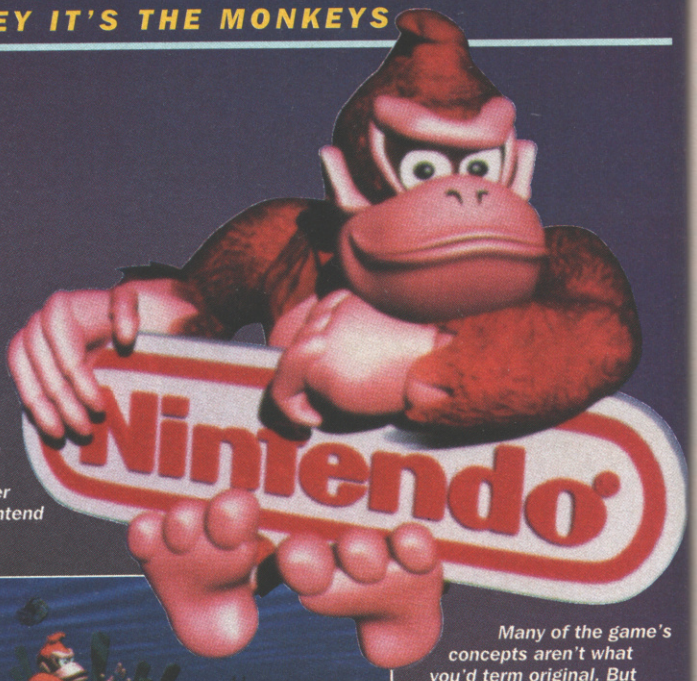
Ostrich: Looking suspiciously like unfunny 70s kids 'entertainer' Bernie Clifton, the Ostrich provides the fastest way to get through the jungle.

Rhino: If your idea of hard is two tons of armour and muscle pushing an extremely sharp spike at 30mph, you'll want to track down the rhino as soon as poss.

Barrel: He won't make it on to Viva Cabaret, but the sight of a large chimp rolling through a forest on a beer barrel is enough to upset any of the local fauna.

Tyre: Now this is more natural behaviour for a chimp. Well, the tyre is at least. Bouncing on it, in a mine shaft, collecting levitating bananas is definitely one for The Twilight Times.

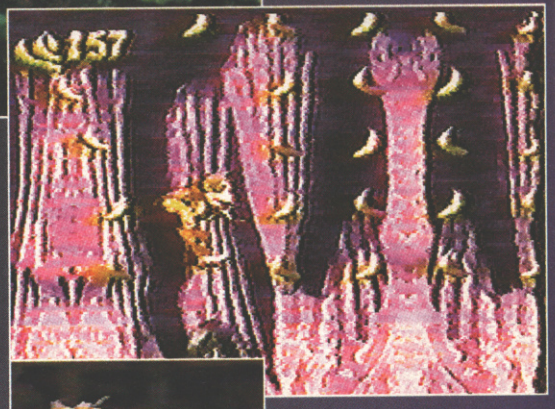
Mine car: All right, so this is about as original as a Bernard Manning joke, but it wouldn't be a platform game without a mine cart sequence.



Sexy 3D rendered intros are no longer the domain of tiresome CD-ROM games; oh no, in Donkey Kong you'll go ape over this bonkers frontend to the game. ▼

Many of the game's concepts aren't what you'd term original. But when it does come to borrowing ideas, the programmers have covered the lot. It's hard to think of any platform game cliche they've missed. ▼

▲ When Kong's on a barrel the game accelerates to near Sonic speeds and taxes your reflexes to the limit.



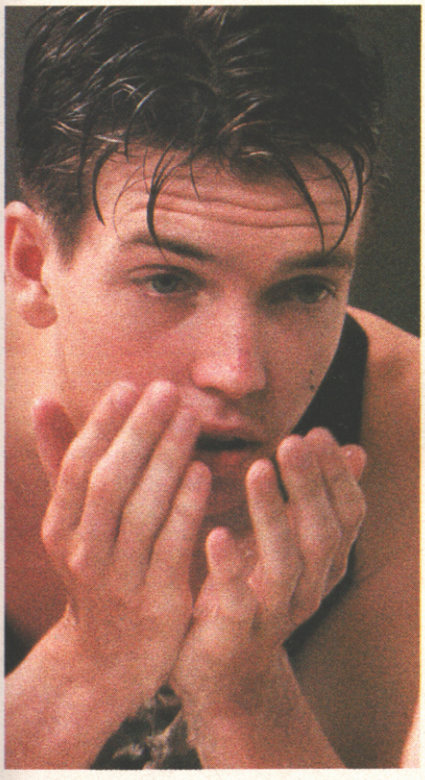
◀ Gathering bonuses is an integral part of the game, especially if you want to find all the secret stages.

▲ The jungle's inhabitants look friendly enough, until you touch them. It's like they've been swimming by a sewage outfall. As soon as Kong comes into contact with them he screws up his face and flies backwards.

▲ The barrels aren't just there for japes, they're an excellent way of getting from a to b – squashing everything on the way. They also contain bonuses and can be picked up and lobbed at enemies.

● THE BEST REMAKE OF KING KONG WAS UNDOUBTEDLY CIRCA 1976 AND STARRED THE THEN NOT-SO-WELL-KNOWN JEFF BRIDGES, JESSICA LANGE AND CHARLES GRODIN, AND THE SPECIAL EFFECTS WON AN OSCAR

YOU WON'T SEE ME WITH SPOTS.



Getting spots was no big deal. But given the choice, I can live without them.

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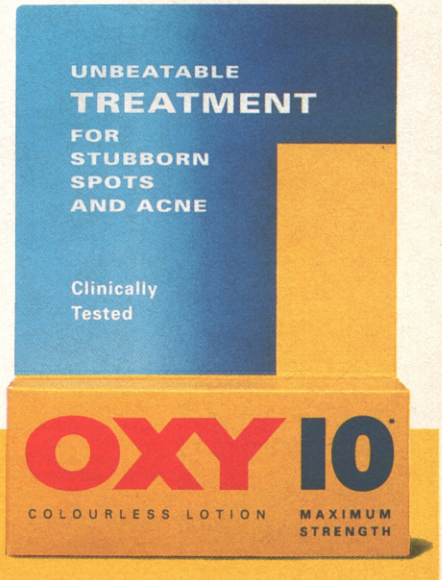

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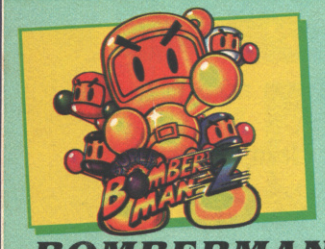

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WORK IN PROGRESS

MICKEY MANIA

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■ NO OTHER VERSIONS AVAILABLE
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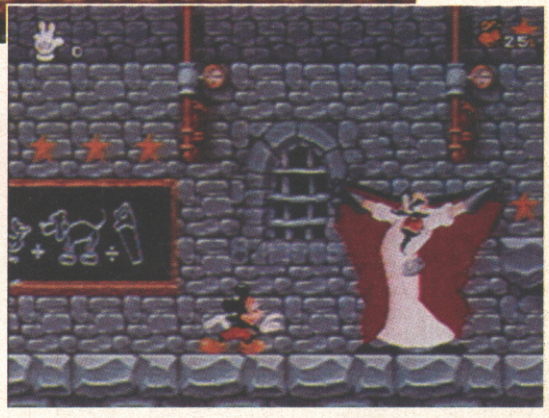
He's back, circle ears and all, in what looks like being his greatest computer game yet.

Mickey Mouse has been lying low recently. No new cartoons, no games of any note, just drop-out French ex-students dressed up as him parading round Euro Dismal. But that's set to change for console owners this Christmas as he resurfaces in what is potentially his greatest game yet.

Rather than come up with a whole new plot for a Mickey game, Sony has instead borrowed scenarios from six of his most popular cartoons. Starting with Steamboat Willie it drops in at various points during Mickey's 60-year career before arriving at one of his last outings, the Prince and the Pauper. The finished item will feature three different game styles – platform, first-person 3D and a cylindrical rotating stage much like the old Amiga puzzle game, Nebulus.

◀ *One of the head-on 3D sections has Mickey escape a stampede of forest animals. What's he got to worry about? It's not as if he's real or anything.*

▲ *Mickey Mania has been produced in conjunction with Disney Software whose recent achievements include Aladdin, Jungle Book and The Lion King.*

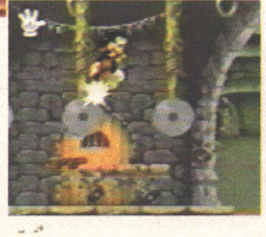


▲ *Much of the cartridge space will taken up by graphics. The artists have had to capture different animation styles from each period the levels were taken from, so there are few sprites which can be used across different stages.*

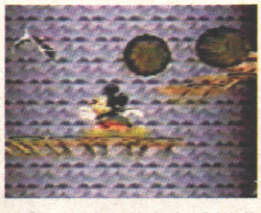
No, there's nothing wrong with the picture, this just hearkens back to black-and-white cinema. Give me 25mm technicolour with THX sound any day.

▲ *This is the first game Disney cartoon artists have been let loose on. They've had quite a task reproducing the styles of their predecessors, but they've managed to do a superb job.*

▲ *The levels are based on key stages in Mickey's career, such as his first colour picture and his first talkie.*



Quelle surprise, enemies are disposed of by jumping on them. ▶



▲ *Remember Nebulus? Well this stage plays in much the same way.*

MICKEY IN THE HOUSE

Other characters, such as Pluto, guest star in the game, but what we want to know is when are we going to see a new full-length Mickey cartoon? We've heard a whisper that there's one in production but haven't heard any details yet. Any road, SNES owners should have their version of Mickey Mania around about the same time as their Mega Drive counterparts, while Mega-CD users might have to wait a little longer.

● **GAME BY SONY** IMAGESOFT ● **CONTACT** SONY (071 734 5151) FOR MORE INFORMATION

WORK IN PROGRESS

SUPER STARDUST

■ AMIGA 1200/CD32
■ SHOOT-'EM-UP
■ £29.99 ■ OUT OCTOBER
■ A500/600 VERSION AVAILABLE
■ NO OTHER VERSIONS PLANNED

Team 17 team up with the Finnish programmers Bloodhouse to produce a spangling shoot-'em-up...

Remember Stavros Fasoulos? Can't blame you if you don't. He was a major league 8-bit programmer during the Eighties, and the best thing for computer games ever to come out of Finland. Until now that is. Bloodhouse, who made their debut with the excellent 16-bit Amiga version of Stardust, has laid the ground work for its 32-bit brother, and boy, is it going to be good.

It stays faithful to the original, combing Asteroids-type blasting with 3D head-on stages. But for these versions you get 256-colour graphics, 12 channel music and effects, ray-traced bosses and Team-17's guarantee that the game has been 100% redesigned from the original, so fans will be in for a few surprises.

▲ It's these amazing 3D segments which is really going to make this game look so cool.

Although the basic game engine is the same, all the levels have changed from the original. So if you've upgraded to a CD32 from an A500, you won't find yourself playing the same game.

◀ Another changed-for this-version is the size of the aliens you face. Most of them dwarf your ship, but are very slow. It's the fast, small ones you've got to watch out for.

▲ As in Asteroids, you can fly off the screen in a sort of space-time wrap-around way. It makes things confusing, which, in turn, is what helps make the game so much fun.

▲ This is the sort of thing that we expect to see on a 32-bit powerhouse like the CD32. It's quite awesome.

The only potential downer on this game is that there will be only four of these amazing tunnel levels. While the Asteroids-style stages are excellent, they're completely overshadowed by the technical excellence of these intermediate levels.

OTHER VERSIONS

The 16-bit version, while technically inferior, is still one of the best blasters of the last 12 months. You'd be mental to miss it, especially since it only costs £16.99.

AMIGA
● ISSUE 146 ● 88%

● GAME BY BLOODHOUSE ● CONTACT TEAM-17 (0924 385903, EMAIL TEAM17@CIX.COMPULINK.CO.UK) ● FOR MORE INFORMATION.

WORK IN PROGRESS

THE LION KING

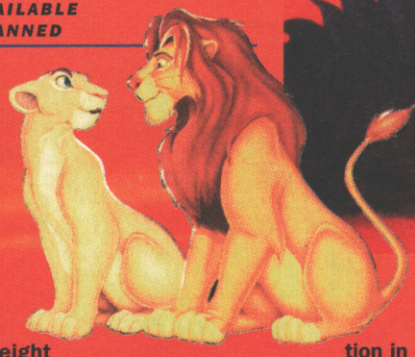
■ SNES, MEGA DRIVE, PC, A1200, MASTER SYSTEM, GAME GEAR, NES, GAME BOY

■ PLATFORM

■ £UNCONFIRMED ■ OUT NOW

■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

Can the kings of animation, Disney, create yet another platform genre gem when they team up with that far from virginal softco?



"Can you feel the love tonight?" Well if you can't then don't worry because you'll certainly be humming this theme tune from Disney's forthcoming cinematic blockbuster come October - The Lion King is forecast to be as big as last year's Aladdin. And Virgin has high hopes for the videogame, which is planned for release simultaneously across eight different formats, and which they confidently predict to be as commercially successful as the Aladdin licence (two million sales and still going strong).

What was so remarkable about the recent Jungle Book and Aladdin games were the graphics. Never before had we seen such fluid animation in a game, and this was all down to the handiwork of Digicel's (TM) state-of-the-art technique. The Lion King looks set to follow this trend. Well over 2,000 frames of artwork have been used to create a 12-level platform adventure. The Lion King review will be taking pride of place in a couple of issue's time.

◀ *The cartridge versions of the game are going to be a massive 24 megabytes and some unusual angles of play have been adopted - for example, in the buffalo stampede section the action is faced head on.*

▼ *Virgin and Disney appear to be on to another platforming winner, and although it doesn't look particularly sparkling here no doubt the finished game will look 'Grrreattt', to quote another famous feline.*

The game's enemy sprites are going to be 'dynamic', so that as Simba approaches a gorilla or hyena the way he reacts each time will change.

▲ *The Lion King game is divided into two halves: in the first you take on the role of Simba the lion cub and you have to battle against the wicked (and no doubt laughing) hyenas in the Elephants' Graveyard.*

▲ *The second half of the game sees you as Simba the lion prince, and encompasses four levels as you head back to reclaim the Pride Lands from your dastardly Uncle Scar.*

▼ *There are two extra levels included in the game, involving Samba's faithful sidekicks, Pumba, a muir cat (a sort of Jimminy Cricket character) and Timon the warthog (a cheery Baloo-alike).*

JUNGLE FEVER

No doubt top luvvie Tim Rice and top baldie and rug wearer Elton John will be receiving academy awards for their score, but fret not because you don't have to rush out to buy the CD. All five of the original songs feature on the game soundtrack, and two new musical sequences inspired by the original film score have also been adapted for the game.

● GAME BY VIRGIN INTERACTIVE ENTERTAINMENT ● CONTACT VIE (081-960 2255) FOR INFORMATION ● ALL SCREENSHOTS TAKEN FROM THE MEGA DRIVE VERSION

WORK IN PROGRESS

MEGA SWIV

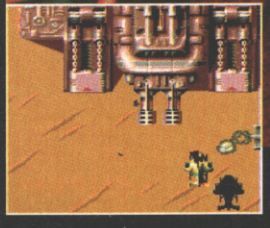
■ MEGA DRIVE
■ SHOOT-'EM-UP
■ £TBA ■ OUT NOVEMBER
■ SNES AND AMIGA VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

Batter the enemy with one war machine, bury him with two...

Two hands are better than one, and certainly two guns are better than one when it comes to Time Warner's latest shoot-'em-up. SWIV made its debut a massive four years ago on the Amiga and was in fact the follow up to Silkworm, one of the major differences being that SWIV was a vertical scroller. The acronym, by the way, stood for Special Weapons Interdiction (eh?) Vehicle.

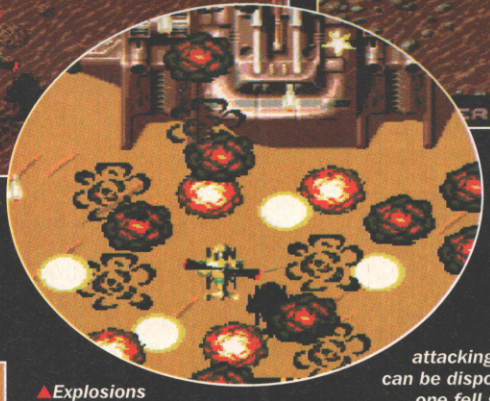
What makes SWIV such a thoroughly good blastfest is the two player mode, where you and a mate can take charge of either the chopper or the jeep. Both have differing abilities. If your mate goes for the helicoptor then he can fly freely over any ground-based installations, whereas in the jeep you have to be a bit more careful where you're going as you have to avoid things like large cannons and armoured trains, but you do have the advantage of multi-directional shooting. The first level we've seen is looking more than on a par with the other versions, and as soon as Time Warner's finished packing the other six stages with a multitude of power-ups, bosses and obstacles we'll let you know...

This is the first big mother that you're going to be up against, so make sure that your Interdiction Vehicle has acquired plenty of them thar power-ups.



▲ *There are various shields littered along the landscape, these should help you take some flak.*

▲ *It's handy when two of you can take on the enemy, but it's a real sod when your mate steals all the power-ups before you even get a look-in.*



▲ *Explosions abound as the 'copter (with its shadow) ploughs its armoury into the new superstore: Big Guns 'R' Us.*

Position yourself in an apt location and the swarm of attacking 'copters can be disposed of in one fell swoop. ▶

▲ *Attack any other transport vehicles, even if they are unarmed, so that includes trains and monorails.*

Time passes slowly when you're a train-driver - except when you're being attacked by a SWIV chopper. ▶

OTHER VERSION

An addictive, highly detailed, very playable, smooth-scrolling blastfest that you'd have to go a long way (possibly Angola) to beat.

AMIGA
● ISSUE 113 ● 93%

● ORIGINAL GAME BY STORM ● CONTACT TIME WARNER (0604 602800) FOR INFORMATION ● 8 MEG CART.

DOMANI

REFLECTIONS OF FASHION

Domani shoes available from: Russell & Bromley, Charles Clinkard Ltd, Domani Retail Shops – also Domani at Childrens World, Jones Bootmaker, John Lewis Partnership stores, Milwards Shoes, Gordon Scott and main Start-rite stockists. Style shown: Axel.

WORK IN PROGRESS

BOOGERMAN

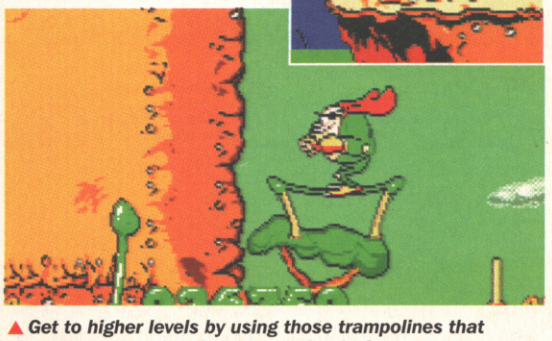
■ MEGA DRIVE
■ PLATFORM
■ £UNCONFIRMED
■ OUT DECEMBER
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

He burps, he farts, he chucks mucus. Staff writer Rik's better qualified than most to look at Interplay's new platform character...

OK, it's a platform game, but one in which you dispense with baddies by using the by-products of your least pleasant bodily functions. Disgusting, true, but it's the only way to fight back against the thieving sneeze-generated Booger Meister.

Thanks to ECO-LAB the world had been cleaner than a copy of Big Girl's Blouse Monthly, but now Booger Meister has stolen their environment-cleaning Crystal Fuse, so it's starting to smell like a giant sweaty sock again. Cue Boogerman, a platform game similar in look and feel to Bubba 'n' Stix, although purely action-based and lacking the puzzles of Core's classic. Still our first impressions are good, and if Interplay can get the gameplay up to the humour-level, it should be a winner.

Boogerman quickly dispenses with baddies by belching at them. Not exactly Mr table manners, is he? ▼



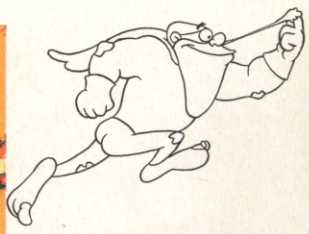
▲ *Get to higher levels by using those trampolines that always pop up at handy moments in platform games.*

▲ *The quality of the graphics in Boogerman are already excellent. This baddie is beautifully animated as he climbs up the ledge.*

▲ *Collect as many plungers as possible. You need them to build a ladder at the end of the level.*

▲ *For moving tougher obstacles Boogerman can let rip with a killer fart!*

▲ *A disgusting creature like Boogerman deserves a disgusting finish and he gets it by melting away into a gooey heap.*



▲ *Consume a couple of chillis and Boogerman will be blessed with the ability to fly.*

THE BOGIE MAN'S COMING

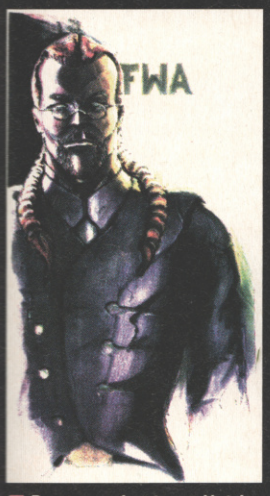
Leave Boogerman alone for long enough and he'll go through this revolting, and highly amusing, sequence where he picks his nose, rolls it up and flicks it before looking very guilty indeed. And I should think so too!

WORK IN PROGRESS

■ PC CD-ROM
■ ARCADE ADVENTURE
■ £UNCONFIRMED ■ OUT DECEMBER
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

CYBERIA

The label 'Interactive Movie' usually sets alarm bells off but in Cyberia's case it might have more than a ring of truth...



▼ *Programming team Xatrix has concentrated its efforts on making Cyberia as non-linear as possible. Its solution has been to include multiple plots and variable story lines.*

Cyberia certainly picked up plenty of interest at CES, mainly because, unlike most CD-ROM movie-style titles, it possesses a level of interactivity rarely seen in a game of this style. It's set in the near future where your mission is to avert the potentially catastrophic activation of a weapon code-named Cyberia, while at the same time making sure you don't end up on a mortuary slab.

The action is a combination of adventure, blasting and some very original-looking action sequences. You only have to watch it running to see how much effort has gone into making Cyberia look good and play well, and combined with the gameplay it makes for a pretty unique product.

Needless to say, Cyberia promises to be something very different from what we're used to. The question is will the finished product live up to what the preview versions promise? Er, watch this space to find out...

The game's characters are produced by 'motion capture' techniques, where the movements of real people are digitised.

All the game's graphics are drawn in 256 colour mode, so you'll need a decent graphics card to run it. ▼

▲ *Cyberia features generous amounts of death and explosions as you total eco-terrorists in the name of world peace.*

▲ *Instead of opting for one game style, Cyberia's programmers have tried to cram in as many different gameplay aspects as possible – from adventure to flight-sim.*

Pencil illustrations were used to plan the action sequences and ensure the artists kept the look of the game consistent. ▶

▲ *As standard with CD games, there are loads and loads of cinematic cut-scenes relaying the plot.*

HE'S AN AIR HEAD

The music for Cyberia was created by Thomas Dolby, who also dipped a toe into the computer world last year with the unveiling of his 'virtual orchestra'. It turned out to be as crap as it sounds, featuring four virtual musicians, made entirely out of cubes, playing completely random notes which can't even be loosely termed as music. Back to computer class for him.

● **GAME BY** XATRIX ● **CONTACT** INTERPLAY (0235 821666) FOR MORE INFORMATION

MEET THE CREW

What a month! The World Cup's finished, England's cricket squad has been crap again, and still no League footy. However, seeing as only one of us really appreciates sport, this is a pretty selfish intro. Anyway, here's what the humanoids have been up to this month. It's totally unbelievable, and probably won't make you laugh. I don't know why I bother really...

STEVE It's been a busy month for Steve since the Publishers kicked him out of their ivory tower. We found him shivering on our doorstep giving out orders to a collection of sparrows. Being soft, we took him in, but little did we know it was all a sinister plot to take over the magazine. Now we're paying the price with enforced trips up to Bader Al-Shami's Al-Akbar's house of kebabs for crusty humus in pitta bread to keep him happy. Doh!

GARY Being a sporty chap, Gaz has been taking on all-comers on the tennis courts – and losing. Losing his way back into work after lunch, losing his car, losing his musical taste, losing his contact lenses down the u-bend and losing the ability to ask people if they want anything from the shop. We forgive him. Really. No we do. Honest. He bought me a Feast yesterday, I had to pay for it, but at least he asked this time.

DENIZ We haven't seen Den since some suspicious men in dark glasses whisked him away to a secret government installation. We believe he's being held in connection with his hat, and the fact that it's impervious to rain, bullets, washing, neutron death rays and all other forms of attack. Latest reports suggest he's escaped after using his incredible Ganstaaaa trainers to leap over the electrified fences. If anyone's seen him could they please post him back to us at the usual address.

RIK Rik's had a moving experience this month – he's moved all the way over to Arkwright's all-day grub vending emporium and hasn't come back yet. While that leaves a sizeable hole in our draught exclusion system, the sounds of his Jabba-esque form digesting Lo-bars by the thousand is enough to keep the local population away, and thus the burglars who keep kicking in our windows and blagging our macs.

MARK After discovering he's not human at all, but instead a king prawn who lost his memory while at the controls of a robotic human suit, Mark has returned to the ocean for a break. In fact, that's not entirely true. As Mark moans: "I haven't had a break in months. I want a holiday now. NOW, do you hear me. It's not fair. I don't know, you work your fingers to the bone and what do you get?" He does that a lot you know.

JULIE While the rest of the team have been off saving the world or scoffing its food reserves, Julie has actually been doing some work this month. It's not for us mind, she's actually been developing a nuclear missile platform which will orbit over the North Pole and open fire if any large asteroids should be heading our way. Actually that's a total lie. She's been bossing us all around telling us to do some real work instead of writing unfunny things about ourselves in this section.

PETREA Arty antipodean Petrea isn't the kind of person to take an anti-Ozzie insult lying down. She's planning to join forces with neo-Australian and former news reader Gordon Honeycombe to wipe the British Isles off the map. After his scathing attack on our country in the Sun (which is, coincidentally, owned by an Australian) she intends to follow-up by destroying the BBC's emergency supplies of Neighbours. And we thought she was deranged.

SNES, MEGA DRIVE, GAME GEAR, GAME BOY

BEAT-'EM-UP

£TBA, £TBA, £34.99, TBA

OUT SEPTEMBER

NO OTHER VERSIONS AVAILABLE
SEGA 32X, PLAYSTATION VERSIONS PLANNED
AMIGA AND PC VERSIONS TO BE ANNOUNCED

You may be too young to watch violence at the movies, but who cares when you can beat the living hell out of your opponents in Mortal Kombat II? A year after Mortal Monday, Acclaim and top developers Probe present the most incredible and arcade-perfect conversion ever. Prepare to meet your doom Street Fighter II...

The Mary Whitehouse (woman who watches lots of sex and violence on TV and proclaims 'it's going to traumatise everyone', apart from her, natch) Brigade won't be pleased. Acclaim seems to have decided despite their protestations that CVG readers and their ilk can distinguish between videogame violence and the real thing, thus Mortal Kombat II hasn't been censored to the hilt, and it's dripping with more gore than ever before.

The MK II conversion features everything that was in the coin-op, and developer Probe has thought up some even more imaginative ways of murdering Kombateers. And that's the main appeal of this beat-'em-up, and it's enough to make it quite unique. It's easy to get into and appreciate the amount of moves, combos and variety of characters in MKII, so be assured of plenty of scope for attack patterns. What was never expected in the home versions were the 'Friendship' and 'Babality' moves which are included as secret moves and also to inject some humour into the game. Toasty!

Slice 'n' dice the Baraka way. Miss with this move and you'll end up cutting thin air.

Master the throws. You can do a number in quick succession and they're great for knocking off loads of energy.

SNES AND MEGA DRIVE CART SIZE 24MEGS.

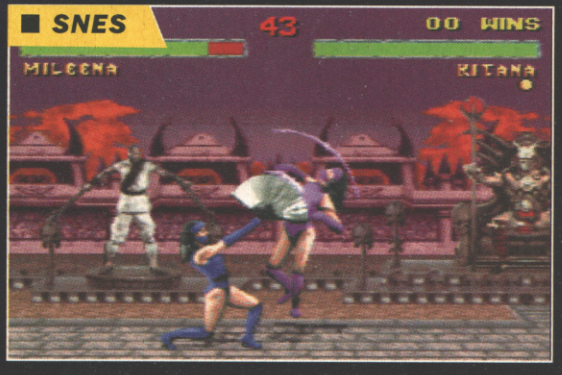
MORTAL KOMBAT II

CVG GOLD

MEGA DRIVE

▲ Put a decent combo together and you will be treated to a digitised representation of one of the programmers who yells 'Toasty!' at you in a worryingly high voice.

SNES



▲ Kitana's weapon is a fan which can be used to stun opponents in preparation for the kill.

GAME BOY

▲ It's a death move! Even on the Game Boy's small screen it's perfectly clear what's going on.

GAME GEAR

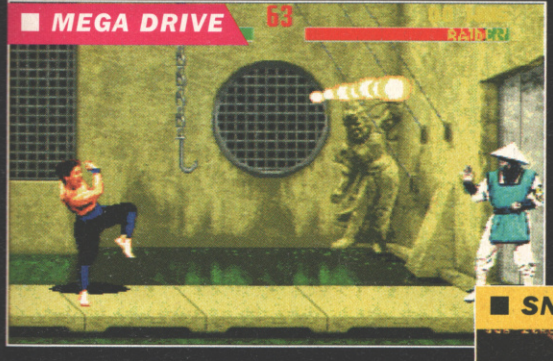
▲ The Game Gear version of Kombat is just as blood soaked as the others, especially when you unleash one of these upper-cuts.

He might not have as many moves as the others but Shang Tsung's ability to morph into all the other characters (and a hidden one) makes him by far the best character available. ▶

MEGA DRIVE

GAME GEAR

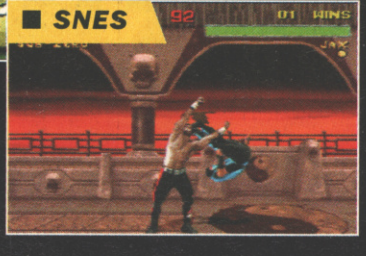
MEGA DRIVE



▲ Johnny Cage launches one of his devastating looping energy bolts – and misses by a mile. I don't know, we thought these guys could fight.

Get in close ▶ with Jax and he can smash his opponent into the ground repeatedly, causing masses of damage.

SNES



MEGA DRIVE

▲ Sub Zero's still got his annoying ice blast which freezes unwary characters, thus setting them up for a devastating combo.

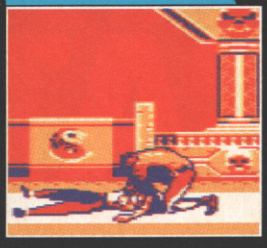
◀ Cage can pinch more than an inch thanks to being given the kiss-off fatality by Kitana.

● SNES AND MEGA DRIVE CART SIZE 24MEGS

MEGA DRIVE

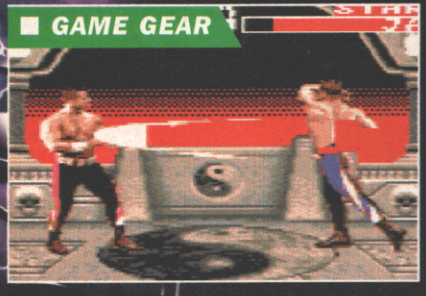
▲ Oddjob ahoy! Kung Lao can angle his hat toss so it stands more chance of hitting its target.

GAME BOY



◀ Jax wipes the floor with his foe. There are no wimpy friendships here.

GAME GEAR



◀ Because you've only got three buttons to worry about, the special moves are easier to execute in this version.

SNES

▲ Shang Tsung can morph into any other character in the game and use all their moves and fatalities. Apart from that Shang's main weapon is the ability to launch multiple firebolts.

FRIENDLY FIRE

They're not easy, but we've mastered them. Here's what they look like and next month we'll tell you how to do some of them and more. We're kind like that.

GAME GEAR

◀ Each character in this version has one special move but, unfortunately, no friendships or babalities.

THE MOST PERFECT COIN-OP CONVERSION EVER!

● ACCLAIM WILL BE SPENDING MILLIONS ON PROMOTING MORTAL KOMBAT II. A COMMERCIAL HAS ALREADY BEEN MADE FEATURING THE CHARACTERS FROM THE GAME, UNLIKE THE MORTAL KOMBAT CAMPAIGN WHICH FEATURED VINNIE JONES ET AL

SNES

▲ One of the many secret moves in the game turns Shang Tsung into Kintaro and that allows you to punch an opponent in half as a fatality.

GAME BOY

▲ The characters are well balanced when it comes to combat moves.

VERDICT

SNES

It's the bloodiest game Nintendo has ever allowed to be released! Mortal II matches the coin-op for speed and boasts crisper resolution and animation. What makes it so good is that all the characters are potentially excellent, so it's unlikely that you'll stick with just one, which was a problem with the original. Mortal Kombat II is a much harder game with more intelligent opponents. It's streets ahead of the first Mortal Kombat.

DENIZ AHMET

GRAPHICS	94
SOUND	87
PLAYABILITY	96
VALUE	92

OVERALL

96

VERDICT

MEGA DRIVE

Mortal Kombat II has been my favourite arcade machine of the year, and thankfully Probe has done an incredible job with this conversion. Everything is here, and I mean everything. Although the graphics aren't quite as good as they are on the SNES, the sound here is better, with some great speech. That's about all I can fault it on though, it's really that good a conversion, with all the playability and challenge of the coin-op original.

RIK SKEWS

GRAPHICS	93
SOUND	93
PLAYABILITY	97
VALUE	96

OVERALL

97

MEGA DRIVE

▲ Raiden does his best to plug Scorpion into the mains with this searing blast of pure electricity.

SNES

▲ Mileena is a very fast character who has the best surprise move in the game. She basically slips off the bottom of the screen and drops out of the top of it and on to her opponent.

MEGA DRIVE

▲ Loads of gore. Scorpion gets his mask stained thanks to a stack of punches from Kung Lao.

COMING SOON

AMIGA, PC

Mortal Kombat II

£Unconfirmed

Both the Amiga and PC versions of the original Mortal Kombat were very good indeed, and although a company hasn't scooped up the game yet it's looking like a particularly tasty licence.

EXPECTED RELEASE: Unconfirmed

NG THE

● IF YOU'VE PLAYED THE COIN-OP YOU MIGHT KNOW THE MOVE WHICH LETS YOU DROP OPPONENTS OFF THE SPIKES IN THE PIT STAGE. IF YOU DON'T KEEP TRYING, IT CAN BE DONE.

MEGA DRIVE

◀ *Reptile's invisibility is a great move. It's partly accessed by a holding block, which means you can enter it safely without fear of being counterattacked.*

SNES

▲ *By pressing Up and Start on the selection screen you activate a random-selection mode like the coin-op.*

GAME BOY

▲ *Although there are only two backdrops, one of them does have the infamous ceiling spike death move.*

MEGA DRIVE

▲ *Always remember to keep a finger near the block button because, unlike Street Fighter II, projectiles pass through each other. This can lead to both characters hitting each other as shown here.*

ROLL OF HONOUR

All the conversions of the original Mortal Kombat were spot on; but the best, rather surprisingly perhaps, was the Amiga version.

MEGA DRIVE
Mortal Kombat
ISSUE 141 • 90%

SNES
Mortal Kombat
ISSUE 142 • 86%

PC
Mortal Kombat
ISSUE 149 • 86%

AMIGA
Mortal Kombat
ISSUE 146 • 93%

VERDICT

GAME GEAR

If you thought the 16-bit versions were impressive, cop a load of this! Game Gear MKII may only have eight characters, and no babalities or friendships, but it's still the best handheld beat-'em-up. Because it's cut-down it's a little too close to the original Mortal Kombat for comfort. So if you've got that you might want to see if you can play test this latest version before you shell out for it. Still, if this is your first crack at Kombat don't miss it.

MARK PATTERSON

GRAPHICS	90
SOUND	85
PLAYABILITY	90
VALUE	87

OVERALL

88

VERDICT

GAME BOY

It's Mortal II on the Game Boy and it's GREAT! It really is. Honest. This is fantastic. Probe has managed to cram eight of the characters, two backdrops, nearly all the special moves and a death move for each into just 4M-bits. Although these shots were taken on a Super Game Boy, Mortal is just as good on a portable machine, in fact the graphics look even better at that size. No Game Boy owner should go without this.

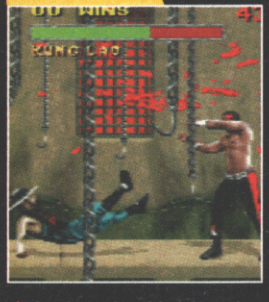
MARK PATTERSON

GRAPHICS	90
SOUND	82
PLAYABILITY	91
VALUE	87

OVERALL

90

SNES



▲ *Look at that blood on the SNES! Finally Nintendo has slackened its stringent censorship rules.*

GAME GEAR

▲ *Thanks to his peculiar lizard-like powers and the fact he smokes 60 B&H a day, Reptile can gob lumps of acid phlegm at will.*

ALTERNATIVE

AMIGA
Elfmania
Renegade/£25.99

It's cute, it's got no gore but it's one of the better beat-'em-ups on the Amiga. The graphics are superb too.

ISSUE 152: 74%

● IF YOU WIN 250 MATCHES IN A ROW YOU GET TO PLAY PONG – THE OLD BAT-AND-BALL GAME.

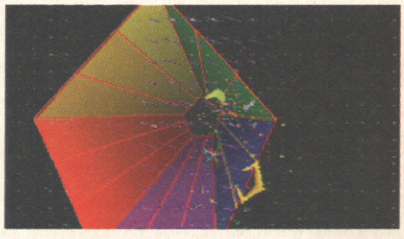
OUTNOW ON CARTRIDGE

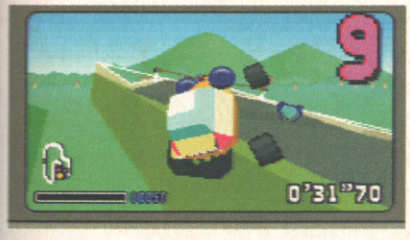
Open your wallets for these, if you want to buy the right cartridge games.

TEMPEST 2000 / JAGUAR / ATARI
PRICE: £54.99

The best Jaguar game at present is a lavish reincarnation of the ancient Atari coin-op. Lethal shoot-'em-up action prevails here, with the sort of addiction you could only match with illegal substances. Turn it up for the stomping rave soundtrack too!

■ Issue 151: 84%





STUNT RACE FX / SNES / NINTENDO
PRICE: £59.99

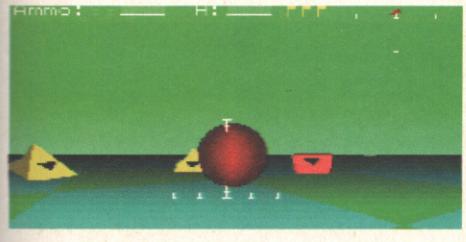
Nintendo's answer to Sega's Virtua Racing is actually nothing like it, which is probably a good thing. Using the enhanced FX chip it offers complex polygon racing over 15 tracks with loads of wacky cars. Very creative indeed.

■ Issue 153: 91%

THE JUNGLE BOOK / MD / VIRGIN
PRICE: £39.99

Unquestionably the most elegant Disney platformer to date. Perfect graphics and tons of little touches help create a sense of freedom lacking in Aladdin. Kids fun with a grown-up difficulty setting thrown in to keep you lively.

■ Issue 152: 80%



SPECTRE / SNES / GAMETEK
PRICE: £44.99

An old Mac game hits the SNES with that same old simplistic Battlezone-type fun that's kept it going for years. Spectre looks boring but the gameplay is uniquely addictive in two-player mode.

■ Issue 152: 84%

AVOID

Er, not exactly purchase of the month...

ULTIMATE SOCCER / MASTER SYSTEM/ SEGA
PRICE: £24.99

It's telepathic football! A soccer game where the scrolling is so bad that you can kick the ball even when it's off the screen. A disgraceful piece of programming, Dultimate Soccer more like.

OUTNOW ON CD

Some products that combine great audiovisuals with gameplay...

ANOTHER WORLD / 3DO / INTERPLAY /
PRICE: £49.99

Arguably the best 3DO game yet seen, Interplay's Another World keeps the brilliant gameplay of the classic original and adds some jaw-dropping backdrops. You won't regret getting this, even at import prices.

■ Issue 152: 90%

INTERNATIONAL TENNIS OPEN / PC-CD ROM / INFOGRAMES /
PRICE: £44.99

One of the first and best games on the CD-i format, this PC version is a faithful conversion made all the better as you don't have to use that icky CD-i joypad. Worth a look if you fancy yourself as Pete Sampras on the quiet.

■ Issue 153: 79%

GUNSHIP 2000 / CD32 / MICROPROSE /
PRICE: £29.99

The original game was brilliant enough but on CD this is even better, mostly because of the quick loading. The controls have also been implemented superbly on the joypad – all the original keyboard functions are there. Along with Liberation, the best CD32 disc yet.

■ Issue 153: 91%

BATTLECORPS / MCD / CORE DESIGN /
PRICE: £44.99

Core Design is on a mission to save the Mega-CD format, and here's another example. If you take its earlier Thunderhawk engine and stick it in a futuristic scenario you're some way towards imagining how good Battlecorps is. Add even better graphics, sound and playability and you've got an essential purchase.

■ Issue 153: 92%

AVOID

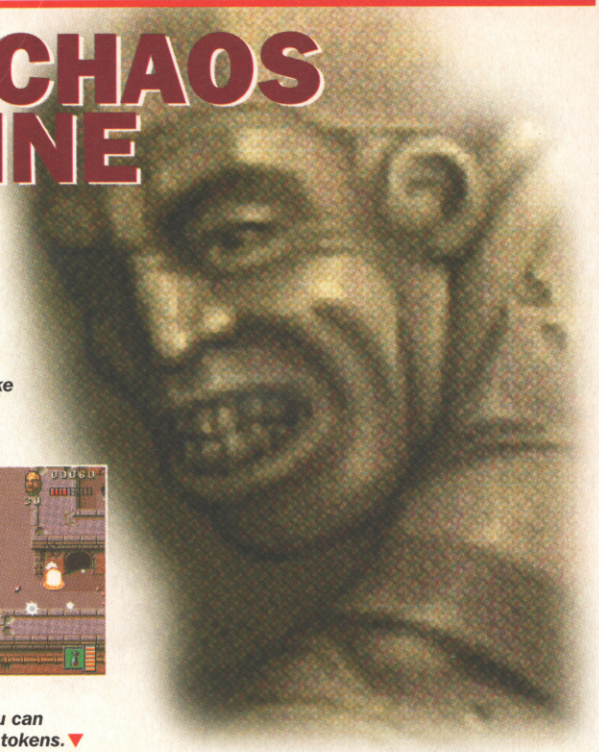
Keep your hands off this Hauzer House of Horror!

DR HAUZER / 3DO / PANASONIC /
PRICE: £70.00

Looking like the classic Alone in the Dark series but with all the gameplay mysteriously sucked out. Dee-readful.

■ Issue 153: 32%

THE CHAOS ENGINE



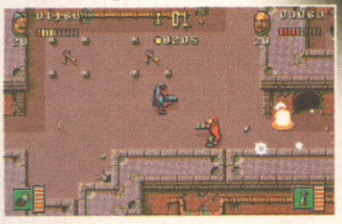
■ PC
■ SHOOT-'EM-UP
■ £32.99 ■ OUT SEPTEMBER
■ AMIGA, A1200, CD32, MEGA DRIVE AND SNES VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

The Bitmap Brothers are up in arms, with an assortment of weapons, which means only one thing – it's time to power-up!

There's a lot going on here you know; it's the classic tale of a mad scientist messing around with a time-machine which then turns against its creator and sends chaos across the land. For your part in the game there are six meaty-looking characters who are positively desperate to get out there and turn evil into good. Which characters you select is quite important because each has separate abilities and weaponry, so you will have to carefully balance the two characters you control simultaneously in the game, so that you get a mixture of talent and abilities.

Chaos Engine is a hardcore shoot-'em-up much akin to Gauntlet in playstakes. Yet, it's rarely a case of mindless blasting because there's an exploratory angle too, and with that a quest for collectibles. Let's see how it all melts together ....

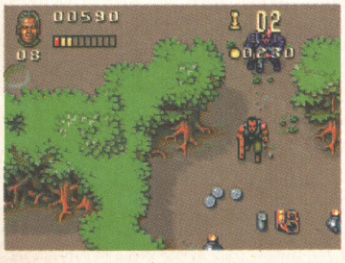
▼ *Each level is a maze like structure and there are different mazes at different heights.*



Here's the shop where you can spend all those collected tokens. ▼

◀ *On each level you need to blast these beams since they control the time machine. Only then does the exit open (the cave here).*

▲ *Using the keys will open secret passages to get deeper into the game. Most of the time their use is essential.*



▲ *The animation in this game is excellent, as demonstrated in the detailed sprites such as this scuttling hand.*

◀ *If you select a one player game the computer guides the second character.*

◀ *The most efficient way to kill opponents is by shooting at them diagonally.*

■ VERDICT

■ PC

There's nothing like a bit of death to make a game come alive! If you grew up playing Gauntlet in the arcades this game will have an undeniable blasting appeal; plus there's a bit of strategic shooting required too. It's also nice to find a game which gets you powered-up to potent weapons quickly. However, it works better as a two-player game because the solo alternative is no easier. A sizzling conversion and it's far faster than all the other formats.

■ *DENIZ AHMET*

■ GRAPHICS	90
■ SOUND	87
■ PLAYABILITY	89
■ VALUE	87

OVERALL ■

89

ALTERNATIVE

SNES
■ SMASH TV
■ THQ / £40

It's kinda like Chaos but it's played in a series of confined rings. Offers the highest death count per second seen in any game.

■ ISSUE 126: 92%

● GAME BY RENEGADE ● CONTACT RENEGADE (071-481 9214) FOR INFORMATION ● 2MB INSTALLATION SPACE REQUIRED

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A VERITABLE BANQUET ON A STICK!

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PUTTY SQUAD

■ A1200

■ PLATFORM

■ £29.99 ■ OUT NOW

■ NO OTHER VERSIONS AVAILABLE

■ CD32 AND SNES VERSIONS PLANNED

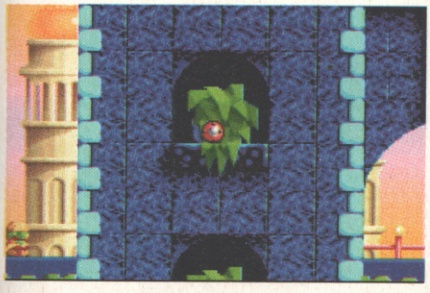
One of the most versatile ever platform characters returns and expands his role...

System 3 abandoned the floppy market a couple of years back thinking it was dead and concentrated primarily on SNES product. One of their SNES titles was Super Putty, an enhanced version of the brilliant Amiga original; but now they've returned to satisfy the large number of Amiga owners by producing an outstanding sequel in the shape of Putty Squad.

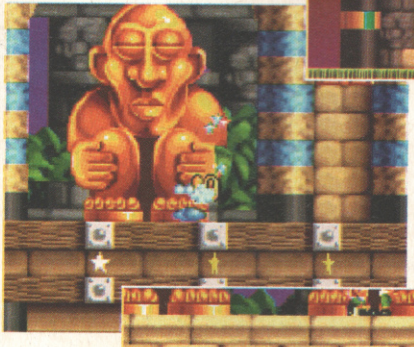
Although the original Putty was excellent, it was criticised for its awkward control. The character was very pliable but getting him into different shapes was frustrating and some of the puzzles were a little on the obscure side.

Putty Squad solves both these problems by concentrating instead on fast, fluid platforming and while Putty himself can be made to do even more than before, the controls are a lot easier to grasp.

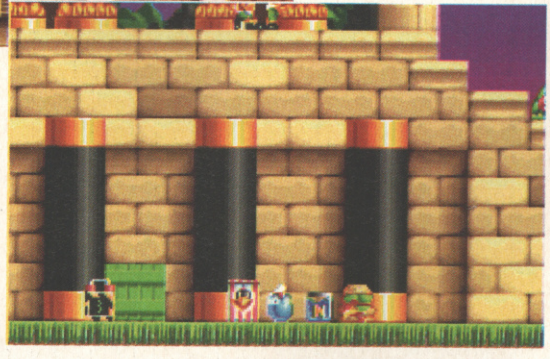
▼ *Make yourself into a fist and you can take out the guards. Bam!*



▲ *Here's one of the power-ups you can collect. It places a metal shell around you for a short time, making you invincible.*

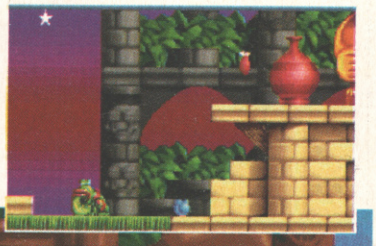


▲ *Pull down on the joystick and Putty is able to absorb pickups. Then it's simply a case of wiggling the joystick to use it (unless it's food which automatically replenishes your energy).*



▲ *Smash the crates up whenever you get the chance. At best they'll have a collectable in them, at worst some energy-replenishing food.*

The main ▶ *object of the game is to rescue the red putties who are Missing In Action (MIA). Save them by absorbing them.*



◀ *Make sure you don't go anywhere near the tongues of these frogs. One lick is instant death.*

■ VERDICT

■ A1200

The original Putty game was very successful but I didn't think it was anything special. The fact that it tried to combine puzzles and platforms didn't appeal, neither did the fussy control method. Thankfully both these problems are now gone. Add fantastic AGA graphics, strong music and sound FX and I've got no hesitation in recommending the game. It combines great gameplay and excellent ideas putting it in a different league to the last game. Top stuff.

■ RIK SKEWS

■ GRAPHICS	90
■ SOUND	88
■ PLAYABILITY	88
■ VALUE	85

OVERALL ■

87

ALTERNATIVE

AMIGA

■ Bubba 'n' Stix

■ Core Design/£25.99

A bit slower for sure than Super Putty but this game manages to blend platforms and some cryptic puzzles to great effect.

■ ISSUE 147: 88%

● GAME BY SYSTEM 3 ● CONTACT SYSTEM 3 (081-864 8212) FOR MORE INFORMATION

STAR WARS SPECIAL

CVG HIT!

TIE FIGHTER

■ PC
■ SIMULATION
■ £49.99 ■ OUT NOW
■ PC VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

You've been with the rebels in X-Wing, now join the Dark Side of the Force and blow those goody-two-shoes rebel pilots back to Tattooine.

With the stirring Star Wars theme music and the lavish cinematic intro, TIE Fighter – the sequel to the highly acclaimed X-Wing – is probably the most atmospheric game you'll play this year. Set after the battle for Hoth (portrayed in The Empire Strikes Back, the second Star Wars movie) the rebels are fleeing from their shattered base and as a young Imperial pilot, you must try to stop them.

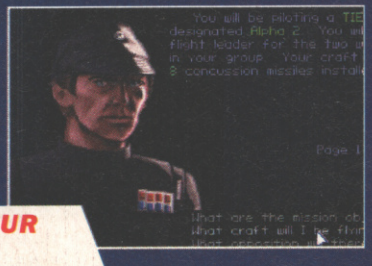
With new Gouraud-shaded graphics, TIE Fighter allows you to pilot a variety of Imperial hardware ranging from the bog standard TIE Fighter to the Assault Gunboat and the Advanced TIE Starfighter.

With three difficulty levels, the new Imperial perspective, the ability to call for reinforcements and intelligent wingmen (i.e. they don't shoot you), TIE Fighter will be one of the success stories of the year. Guaranteed.

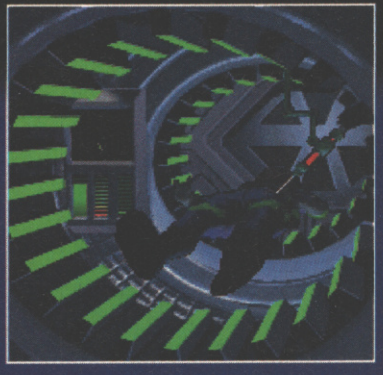
▲ *The training section of TIE Fighter dumps you in a giant space-tube which you must fly down, dodging and shooting various obstacles.*

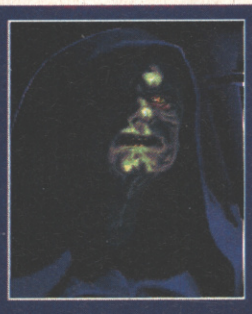
▼ *A bit of practice never hurt anybody so the Empire has thoughtfully provided a VR combat simulator, where you can dogfight the rebels in complete safety.*

At the mission briefing you don't just sit back and get lectured to, you get the opportunity to put questions to the briefing officer. ▶

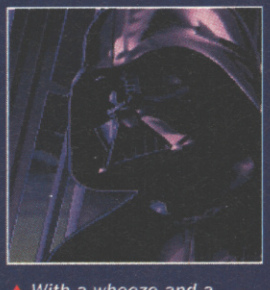


KNOW YOUR BOSS





▲ *At the top of the hierarchy is the Emperor, lord and master of all things Imperial. He's not been getting much sleep lately.*



▲ *With a wheeze and a deep James Earl Jones-type voice, Darth Vader is the Emperor's right hand man. Fail him and he'll kill you. It's as simple as that.*

▲ *Vice Admiral Thrawn is the overall commander of the TIE squadrons, a blue-skinned tactician drawn from the Star Wars novels of Timothy Zahn.*

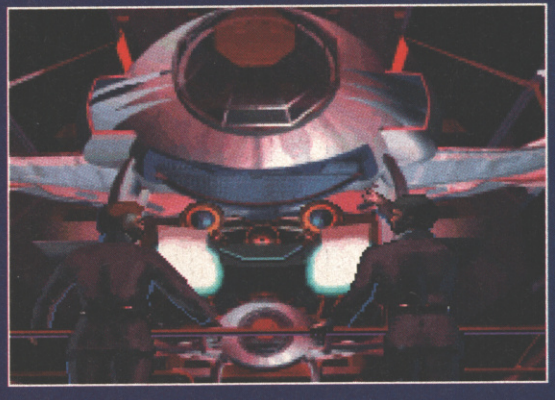
▲ *In the Tech Room you can view the specifications of any ship included in the game. Star Wars fans please take note that the Millenium Falcon makes an appearance.*

● GAME BY VIRGIN INTERACTIVE ENTERTAINMENT/LUCASARTS (081-960 2255) ● LUCASARTS PLAN TO QUICKLY FOLLOW TIE FIGHTER WITH THE RELEASE OF TWO MISSION DATA DISKS

During your Imperial career you will get the opportunity to fly secret missions for the Emperor. You will always be briefed by a bloke in a cloak.

Be successful in your secret missions and you will be inducted into the Secret Order of the Empire complete with free novelty tattoo.

Towards the end of the game, the Empire develops a bigger, better starfighter. Far more awesomely powerful than anything the rebels have got. That's all I'm telling you...



DIE HAN SOLO, DIE!

SECOND OPINION

This is more like it. Being the Emperor's top pilot is far more fun than fighting for the good guys. The ships make a better noise for starters. As a game, TIE Fighter is more involving than X-Wing thanks to its strong plot and the myriad sub-missions you have to undertake as a member of the secret order of the Emperor. I know Deniz reckons it's a bit too close to X-Wing (which I've completed), but I found this a completely different challenge. Just give me those data disks now.

■ MARK PATTERSON

■ VERDICT

■ PC

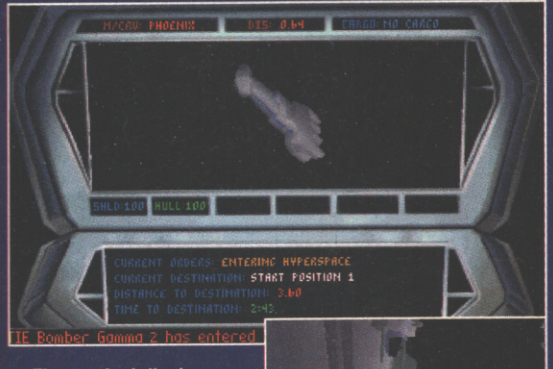
As good a game as TIE Fighter undoubtedly is, it doesn't do anything radically different to X-Wing. You fly a TIE Fighter, there's a bit of Gouraud shading and a few new ships to shoot, but that's really about it. However, TIE Fighter oozes atmosphere and is incredibly playable; if you're a Star Wars fan you'll love it. In fact, if you liked X-Wing, you won't be disappointed. X-Wing with a TIE Fighter? Maybe, but it's still the best space sim currently out on the PC.

■ DENIZ AHMET

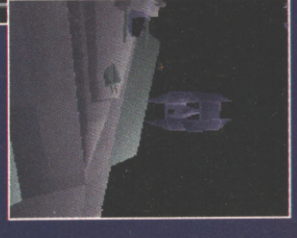
■ GRAPHICS	88
■ SOUND	92
■ PLAYABILITY	94
■ VALUE	91

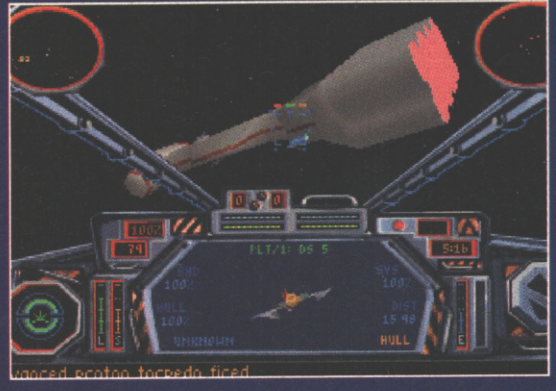
OVERALL ■

92



The tactical display presents you with all sorts of useful info about your target including ship speed, shield and hull strength and even what its current orders are.





TIE Fighter also features a number of external views. Here an Advanced TIE Fighter swoops low over a friendly Star Destroyer.

Like X-Wing the battles are fast, frantic and exciting. The TIE Fighters are nimble and quick but only take two hits before shattering into splinters.

● THE 'TIE' BIT OF TIE FIGHTER STANDS FOR TWIN ION ENGINE, BUT WITHOUT SHIELDS AND A HYPERDRIVE, THE WORDS 'CANNON' AND 'FODDER' SPRING TO MIND.

STAR WARS SPECIAL

SUPER RETURN OF THE JEDI

■ SNES
■ PLATFORM/ACTION
■ £TBA ■ OUT NOV/DEC
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

The triumvirate of the videogame world?

With both Super Star Wars and Super Empire Strikes Back ranking as two of the best platform games ever released, JVC has pulled out all the stops to make the final instalment of the trilogy the best one yet.

The first thing you'll notice when you look at these shots is that the graphics have been drastically improved over the other games. Not an easy task when you compare it to Empire Strikes Back. The backdrops are more varied and colourful, the sprites clearer and the enemies far larger. While the basic format of the game isn't set to change we can expect to see plenty of new features, including new characters to control and different weapons. Already, from these early shots, it's easy to tell that this could well prove to be the best of the bunch. We can't wait!

▲ For the first time in the Super Star Wars series you get to control Princess Leia. She's not exactly dressed for a fight, but we don't care. No prizes for guessing who you face at the end of this level.

DARK FORCES

■ PC CD-ROM
■ SHOOT-'EM-UP
■ £TBA ■ OUT EARLY 1995
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

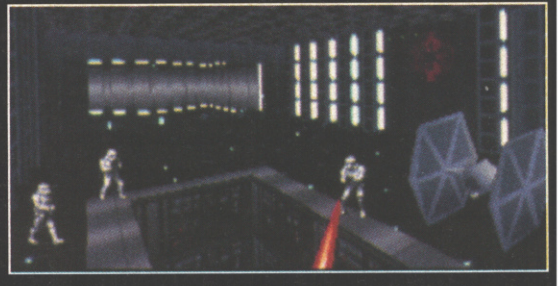
The Empire meets its Doom...

How about this for excellence. Lucasarts has crossed Star Wars with Doom to create a 3D, first-person blast that's literally unlike anything you've seen before. It's set just before the first film, with you playing the role of a Rebel agent on a mission to steal the plans for the Death Star.

Confronting you is an army of robot stormtroopers under the command of Admiral Mohc. It's set inside, and outside, Empire installations, with the latter featuring excellent morphing effects. And before you sigh and say 'it's a CD game, it'll be just like Rebel Assault', this is a fully interactive, fully controllable game. You can move your character anywhere, duck, jump, look up and down, turn through 360 degrees. You get the idea.

Although this current crop of shots only features stormtroopers, the finished game should feature many of the, best, most evil creatures from the movies. ▼

The character animation in Dark Forces has to be seen to believed. Because the game comes on compact disc, Lucasarts has been able to cram in more than enough animation frames to ensure that this is the best-looking 3D blaster yet. ▶



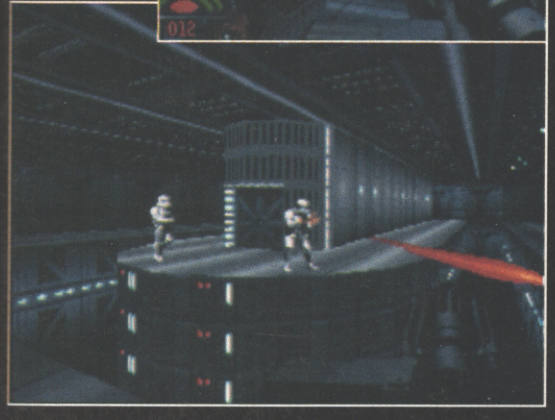
▲ As with all games of this ilk (ie Doom, Wolfenstein and Corridor 7) there are plenty of BIG weapons to get your hands on. So far nobody has said whether or not there's a light sabre in the game, but we reckon there must be. It wouldn't be a Star Wars game without one.

● SUPER RETURN OF THE JEDI – GAME BY LUCASARTS, CONTACT JVC (081-570 6015) ● DARK FORCES – GAME BY LUCASARTS, CONTACT VIRGIN (081-960 2255)

▲ All the key scenes from the movie are recreated in the game, including the battle on the forest moon of Endor. And, of course, you can't move for Ewoks.

◀ Yes! This is it, one-on-one with Emperor Palpatine himself! Luke, armed with his home-made lightsabre has to defend against the Dark One's energy bolts. It's not going to be easy since the Emperor is reckoned to be tougher than anything you've ever faced before in this series.

The finished version should feature 12 multistage worlds, each with its own specific tasks. ▶



▲ As in Rebel Assault, all the sound effects and music is taken straight out of the movies.

■ MEGA-CD
■ PUZZLE
■ £44.99 ■ OUT OCTOBER
■ PC AND CD-ROM VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

STAR WARS CHESS

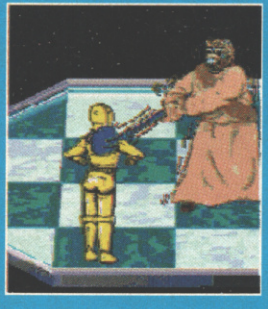
It's chess Jim, but not as we know it...

Well, we've had plenty of Star Wars games, now we've got the strangest computer spin-off yet, as the Rebels square off against the Emperor's forces on a chessboard. It's very much in the vein of Interplay's groundbreaking Battle Chess, where the pieces go through an animated battle when they take each other. This is much the same thing, although this time the pieces are all Star Wars characters.

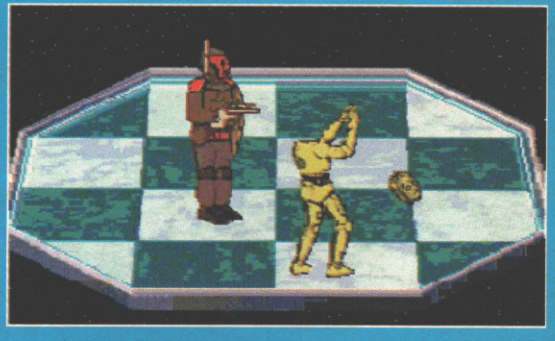
Basically, the game's absolutely no different from a normal chess program. When you take a piece the screen cuts to an animated sequence of the two relevant characters slugging and shooting it out, with the programmers opting for cartoon-style graphics.

▲ If you don't fancy playing on a complicated board like this, there's also a traditional top-down mode.

The animated sequences last for about 10 seconds, with the victor being the attacking piece. ▼



▲ Along with the music is the occasional bit of digitised speech, although the voices aren't taken from the films.



▲ Well this never happened in the movie. Although R2 was a bit prone to taking a laser blast in the head.

▲ The action is accompanied by liberal amounts of music taken straight from the Star Wars trilogy.

● **STAR WARS CHESS** – GAME BY MINDSCAPE, **CONTACT** MINDSCAPE (0444 246333) FOR INFORMATION

STAR WARS SPECIAL

REBEL ASSAULT

■ MEGA-CD
■ SHOOT'-EM-UP
■ £49.99 ■ OUT SEPTEMBER
■ PC CD-ROM VERSION AVAILABLE
■ NO OTHER VERSIONS PLANNED

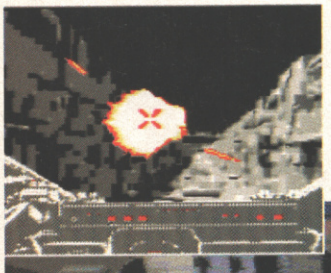
In a galaxy far, far away the Mega-CD gets assaulted by Darth and his evil boys...

Rebel Assault on PC CD-ROM is certainly one of the PC games of this year and one of the few CD games that manages to combine realistic graphics and sound with decent gameplay. On a machine as underpowered as the Mega CD though, can it cope?

First impressions are favourable. All the levels from the PC CD-ROM version are here, as are all the FMV, rendered sequences and speech and music scores lifted from the film. The 15 levels include scenes from both Star Wars and The Empire Strikes Back movies, most notably the Snowspeeder attack on the Imperial Walkers and the epic Death Star battle, and they are all linked together with some superb FMV footage. Other levels include a chase through an asteroid field, a battle with a Super Star Destroyer and a gunfight with Stormtroopers.

◄ *Unsurprisingly the final level finds you flying down the Death Star trench towards the exhaust port. It's bloody difficult as the guns are the same colour as the trench.*

▲ *One of the hardest levels in the game is where you fly through an asteroid field in an attempt to shake off and destroy three Tie Fighters.*



▲ *One of the most graphically impressive sections is the interior of the deserted Hoth base where you have to fight your way past Stormtroopers to your X-Wing.*

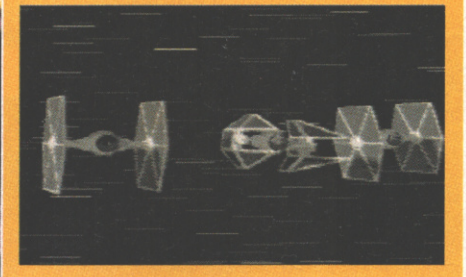
This level is certainly one for shoot-'em-up fans. It's simply a case of downing all the Tie Fighters before they attempt to do the same to you. ▼

Rebel Assault™ and © 1993 LucasArts Entertainment Company. Used under authorisation. All Rights Reserved. Star Wars is a registered trademark of LucasFilm Ltd. The LucasArts logo is a registered service mark of LucasArts Entertainment Company.

● GAME BY LUCASARTS. ● CONTACT MARUBENI (071 826 8816) FOR MORE INFORMATION.

After each level you're treated to some gorgeous FMV and rendered footage.

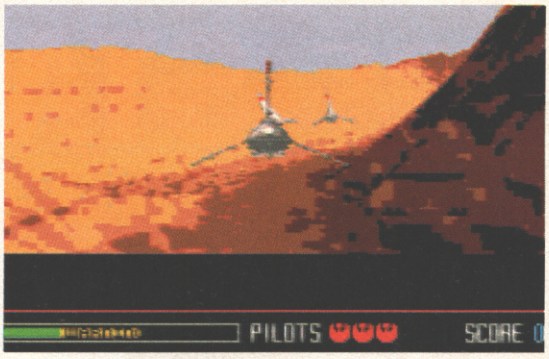
The intro and the between level scenes are either real film footage or rendered sequences. They range from the brilliant to the extremely jerky and grainy.



The graphics on this level are so bad, you' ll wonder what's going on. It's an aerial level where you have to pick off ground targets.

Give the Rebels some time to escape by shooting down the powerful but lumbering walkers.

EWITH A CAUSE

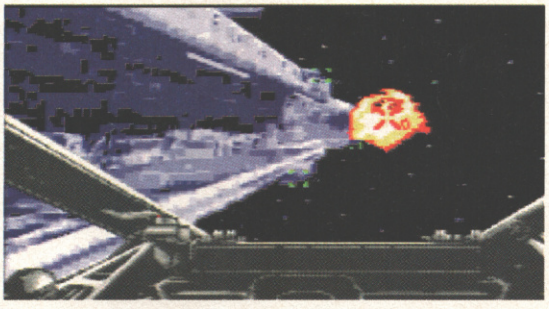


The first level finds you honing your flying skills around Beggars Canyon. It's a pretty poor start to be honest because being a CD game the controls are very unresponsive.

SECOND OPINION

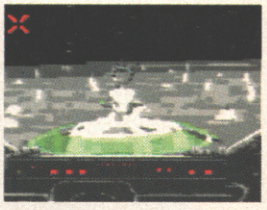
Anyone who's played the PC CD-ROM version is going to be disappointed with the Mega-CD version, and certain levels (especially fighting inside the deserted Hoth base) are so pixelated they're almost unplayable. Any big Star Wars fans out there though, and methinks that's probably more than one or two, are going to enjoy this simply because it is simply that – Star Wars. And this element almost makes you forget about the rather simple shoot-'em-up element that dominates the gameplay.

GARY LORD



A rather long level this one, it involves destroying all the gun and Tie Fighters protecting the Super Star Destroyer before blowing off the command centre on top of the giant spacecraft.

Another canyon level, this one sees you urgently trying to shoot three Tie Fighters before they escape and tell the Empire the location of your base. Hit them quickly or you're have to endure some tricky and twisting paths.



This massive gun is the focus of a few levels. First you have to attack the Tie Fighters guarding it. Later you have to shoot away its shields and finally destroy all its power supplies.

ALTERNATIVE

3DO

Shockwave

EA/£54.99

Not brilliant by any means but it's a similar game with great graphics, sound and fun if rather limited gameplay (See page 79).

ISSUE 154: 78%

VERDICT

MEGA-CD

The humble Mega CD shows the strain of incorporating everything from the PC CD-ROM version. Although the graphics are good in places, the majority verge towards the average and some are very poor. The sound is credible, but the gameplay is shallow, with little to do but dodge rendered backdrops and shoot distant objects. On the PC this was like playing a movie but on the Mega CD it's like any other FMV game, most notably Tomcat Alley.

RIK SKEWS

GRAPHICS	85
SOUND	94
PLAYABILITY	75
VALUE	65

OVERALL

70

● STAR WARS IS STILL THE THIRD MOST SUCCESSFUL FILM OF ALL TIME, FOLLOWING GONE WITH THE WIND AND ET. THESE FIGURES DO NOT INCLUDE JURASSIC PARK THOUGH, WHICH IS EXPECTED TO BE NUMBER ONE ONCE THE FINAL FIGURES HAVE BEEN ADDED UP.

ARCADE ACTION

STAR WARS

■ ARCADE
■ SHOOT-'EM-UP
■ £VARIES ■ OUT NOW
■ NO OTHER VERSION AVAILABLE
■ MD32X VERSION PLANNED

Re-enact the Star Wars movie sensation with Sega's new Model 1 arcade biggie...

Casting you as a heroic X-Wing pilot, helping to destroy the mighty Empire, this game really needs two people. One person takes on the role of the pilot and shoots via a fixed on-screen cursor, while the other does the majority of the shooting with a controllable on-screen cursor. It's possible to play the game by yourself, but it's hard going as piloting the craft is a job in itself.

Like the PC Star Wars games, this is a shoot-'em-up with plenty of Tie fighters and gun emplacements to blast away at as you battle through the scenarios. Your flying skills are also called upon when you're flying inside structures, like the Death Star, since there's plenty of contracting corridors and traps that are out to try and crush you. The four levels entail fighting the Empire's fleet, a Super Star Destroyer and flying over the Death Star and finally blowing up the reactor in the latter.

▲ *Take the seat of your X-Wing Fighter, and then it's off to destroy the Death Star.*

It's fun to fly fast that's for sure, but sometimes it's a good idea to break hard so that the Tie fighters shoot straight past you and into your sights. ▶

▲ *Although the control here feels worryingly like a CD game, there's no denying it's an awesome spectacle watching the view as you plunge into the Death Star trench.*

▲ *Take that Empire scum! Each level has a certain amount of Tie fighters that have to be disposed of before you can proceed towards your final objective.*

▲ *Each mission has a highly dangerous objective to complete if you're to progress in the game.*

▲ *Like all the Model 1 games a number of views are available, although in Star Wars' case it's limited to two, an internal view and this third-person perspective.*

◀ *Flying down this trench is a killer. Not only do you have to contend with Tie Fighters and gun emplacements, but you also have to dodge walls moving up which force you into more dangerous positions.*

■ VERDICT

■ ARCADE

Graphically the Model 1 technology used in Star Wars is looking a little dated compared to Daytona's Model 2, and the digitised images are poor. Thankfully the realistic sound compensates for this. Gameplay is too easy with two players though, and too difficult with one. It also feels like a CD game, with the computer trying to pull you where it wants you to go, though you can override it. The controls are uncomfortable too. Excellent fun for a couple of goes, but certainly no classic.

■ RIK SKEWS

■ GRAPHICS	84
■ SOUND	91
■ PLAYABILITY	79
■ VALUE	83

OVERALL ■

80

COMING SOON

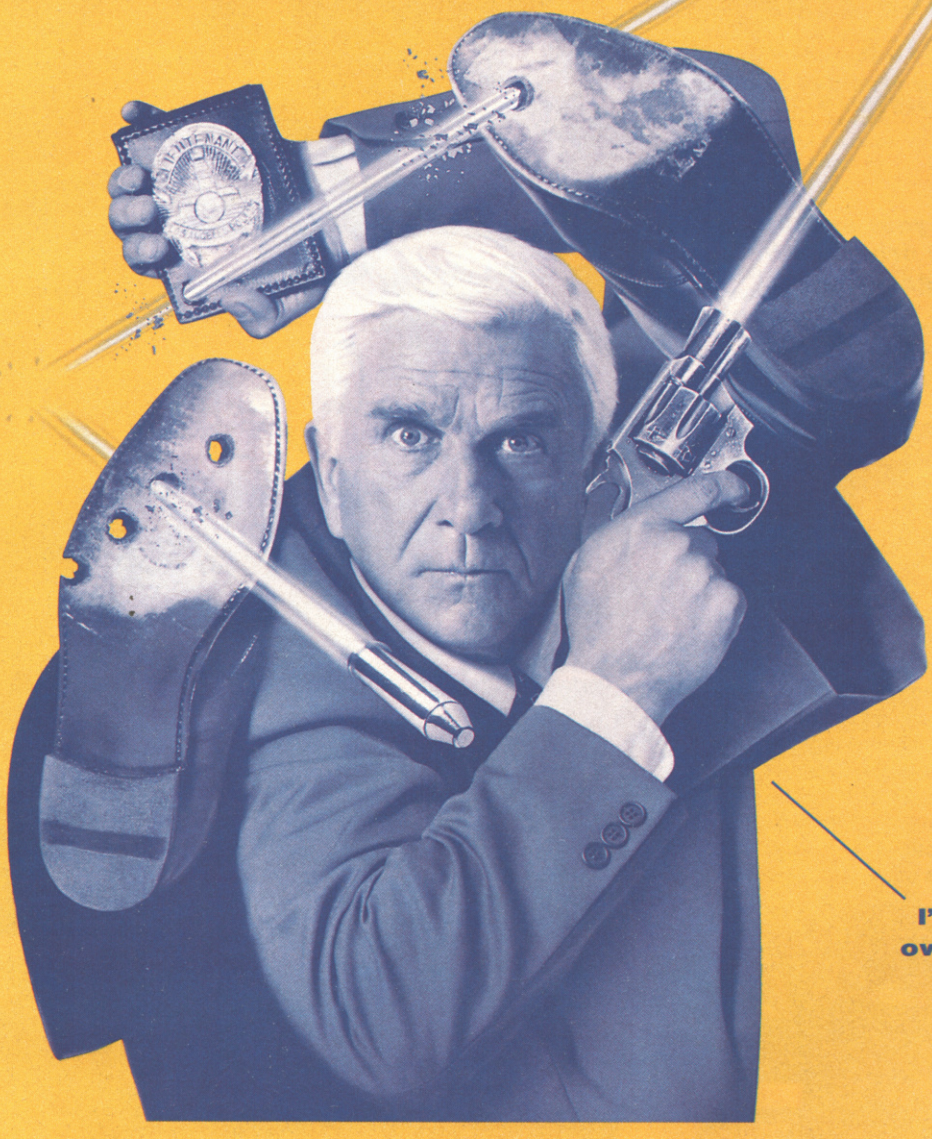
MEGA DRIVE 32X
■ Star Wars Arcade
■ Sega

Sega has listened to complaints about the game's lastability and two more levels should be in the finished game. Expect a solid conversion.

■ EXPECTED RELEASE: DECEMBER

● THANKS TO HAMLEYS METROPOLIS (071-287 3480), REGENT STREET, LONDON FOR LETTING US PLAY ON ONE OF THE FIRST STAR WARS MACHINES IN BRITAIN. CHECK OUT THE SCREENSHOTS OF THE 32-X VERSION ON PAGE 14 THIS ISSUE.

What would you say to 5 free cinema vouchers?



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ARCADE ACTION

- ARCADE
- RACING GAME
- £VARIES
- OUT NOW
- NO OTHER VERSIONS AVAILABLE
- SATURN VERSION PLANNED

CVG GOLD

Fasten your seatbelts as we test drive the best racing game ever...

DAYTONA USA

Daytona USA combines state-of-the-art technology with magnificent gameplay. It uses the new CG Model 2 board technology which takes over from the 180,000 polygon shifting Model 1 board used in Virtua Racing, Fighter and Star Wars. The Model 2 board can shift polygons up to an amazing 300,000 polygons per second while the custom 32-bit processor allows for plenty of depth in the texture mapping to create effects like damage on the bodywork.

The arcade game itself is very similar in style to Virtua Racing with three tracks, one based around the famous Daytona track, another similar to the Bay Bridge level in Virtua Racing, and finally a city streets-based track. As you're about to see though, it's better than even the lofty heights set by Virtua Racing.

Like Virtua Racing Daytona USA has four different viewpoints to choose from but unlike the Model 1 game the internal views make the game easier to play, not to mention more fun. ▶

▲ *Aargh! That pesky hedgehog gets everywhere! Look out for a Mt Rushmore Sonic tribute on the first level. A statue of Jeffry from Virtua Fighter also makes an appearance on the advanced level.*

▲ *We saw the demo of this back in January at the ATEI arcade show and thought this quality of graphics would only be this good in the intro sequence. It's hard to believe they stay that way throughout the game.*

● THANKS TO HAMLEYS METROPOLIS, REGENT STREET, LONDON (071-287 3488) FOR LETTING US TEST DRIVE DAYTONA USA.

THE ULTIMATE RIDE?

◀ It's tempting to enter the pits whenever you feel like it because the graphics are so good here, but be careful because it costs an awful lot of time.

▲ The steering wheel is among the best I've ever handled in a game. When the car is damaged the wheel bumps and becomes more difficult to control.

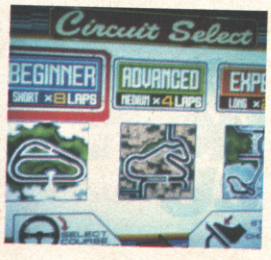
The expert level lives up to its name. It's hard enough keeping the car on the slippery road surface, let alone trying to win a race. ▶

When you finish you're treated to yet another graphics feast in the shape of this aerial flyby. ▼

▲ It's the start of the race. You've a long way to go to overtake 29 other competitors and claim first place.

▲ Texture mapped graphics ahoy. Daytona USA features plenty and despite the complexity and detail there's never even a hint of slowdown.

There are three circuits. ▶ Beginner is based on the famous Daytona track, Advanced takes place on a bridge while Expert is set on the twisty city streets.



▲ The sound FX as you travel through are a tunnel are easily the most realistic effect I've ever heard in a racing game.

COMING SOON

SATURN
■ Daytona USA
■ Sega

We've high hopes for this one but even a version half as good would probably be a winner! Keep 'em peeled for more news, probably nearer the time the machine is released.

■ EXPECTED RELEASE: DECEMBER

■ VERDICT

■ ARCADE

Daytona USA is the best arcade game I've played in years! It's one of the few games where mind-blowing graphics and sound add to the gameplay instead of trying to hide a weak product. They're state-of-the-art – you've simply got to see the pitstop sequence. The engines roar, the pitcrew chatter and the noises boom. Gameplay is equally jawdropping and though it's tough going, the difficulty is pitched perfectly, you won't want to stop. This one will be a legend.

■ RIK SKEWS

■ GRAPHICS	97
■ SOUND	96
■ PLAYABILITY	96
■ VALUE	95

OVERALL ■

96

● DAYTONA USA IS BY A LEGENDARY PROGRAMMING TEAM THAT HAS ALSO BEEN RESPONSIBLE FOR (AMONG OTHERS) THE SEGA ARCADE CLASSICS OUTRUN, VIRTUA RACING AND VIRTUA FORMULA.

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Sony and Psygnosis team up to bring some of the most outstanding graphics ever to the Megadrive. It looks astounding, and we have it first.

2. MEGADRIVE 32X

Only SEGA MAGAZINE has the resources to bring you eight packed pages of 32X-clusive gear. Star Wars, Virtua Racing, Metal Head... we've seen these projects and talked to the man responsible for them. PLUS! Latest news on Doom straight from the creators, id software!

3. CAPCOM EXCLUSIVE!

We all know that Capcom are responsible for some of the greatest videogames ever created. We have full access to their latest line-up of top-quality products - MegaMan: The Wily Wars and The Punisher. They're both in SEGA MAG - exclusively!

4. MORTAL KOMBAT II

The ultimate in coverage for what is shaping up to be the most incredible "kombat" game ever. Check out our eight page feature plus Megadrive AND Game Gear reviews!

5. MORE TOP REVIEWS

A vast line-up of games are put through their paces in the latest issue. Included: Formula One: Beyond the Limits, Mario Andretti, The Animals, Brutal, Zero Tolerance AND Rebel Assault... plus more!

So, it's all rather exciting then, really, isn't it?

SEGA MAGAZINE: Issue 9, out September 15. The price is a mere £2.25.

SEGA MAGAZINE
BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE

KIKIKAIKAI 2
aka Pocky & Rocky 2

■ SNES

■ SHOOT-'EM-UP

■ £74.99 ■ OUT NOW

■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

A gang of cute kids on a shoot-'em-up rampage can only mean one thing – it's lunchtime. Only kidding, it's the sequel to Pocky & Rocky...

Only the Japanese have the ability to come up with a game which manages to be both sinister and cute at the same time. Kikikaikai 2 is an arcade adventure and shopping game all in one. Like Mystical Ninja 2 it offers a blend of relentless shooting action with meandering exploration. Your mission is to find the right path to the boss on each stage, stopping occasionally to enter a shop for new weapons and game hints.

In the game you control two players simultaneously (even when you play solo) and by shooting tokens you can change your comrade into one of several characters available. Each 'mate' offers different abilities to help you, so it's not just a cosmetic addition to the game. Certainly, the way in which your two characters interact during play gives you a plethora of possible fighting tactics and that might just be a good enough reason to grab this.

▲ *By blasting these tokens you can change your mate on-the-fly from a selection of three characters.*

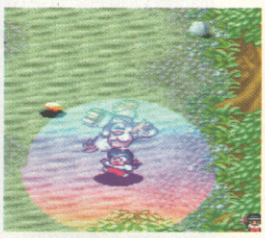
To make the most of the shops you'll need to collect these coins which are dropped by dead baddies. ▶

▲ *Here's one of your mates. They do their best to help you out, but they have a habit of getting in your way at awkward moments.*

▲ *Often you come across these big gates which need to be shot at to get past. What you can do though, is grab your mate and throw him into the gate to smash it quickly.*

▲ *The bosses, while unoriginal, take absolutely ages to kill. The best way to dispose of them is by shooting diagonally.*

▲ *You'll need to find keys to unlock the bonuses in these chests. You'll find keys by walking into parcels scattered around.*



▲ *It's possible to merge with your friend for a short while. You then control your mate for strategic purposes.*

■ VERDICT

■ SNES

This is an elegant sequel to one of the best overhead blasters on the SNES. The backdrops are gorgeous and there's creativity in the design of baddies. It's exactly the same as before gameplay wise but the addition of several team mates provides different ways to approach the challenge. As usual the two-player game works best and the only real (but major) criticism here is some severe slow-down in places. Not worth it if you've got the first one but otherwise fab.

■ DENIZ AHMET

■ GRAPHICS	90
■ SOUND	78
■ PLAYABILITY	85
■ VALUE	65

OVERALL

84

ALTERNATIVE

A1200

■ Chaos Engine
■ Renegade/£25.99

A sort of Gothic version of Pocky & Rocky. Good weapons and fast action make it the smartest modern-day equivalent to Gauntlet.

■ ISSUE 148: 86%

● GAME BY NATSUME ● CONTACT COMPUTER EXCHANGE (071-636 2666) FOR INFORMATION ● CART SIZE 12MEGS

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3DO AND AMIGA VERSIONS PLANNED

FIFA just keeps selling and selling, and EA keeps converting to get everyone football crazy...

Ere we go, 'ere we go, 'ere we go with the PC conversion of FIFA. It's not often that you get a game which converts well to all formats, but this is certainly proving to be one of those 'can't go wrong' type of efforts.

For this PC incarnation you get much better speed and smoothness than the other formats, but that's about it unfortunately. What we really need to talk about is what a good simulation FIFA is, irrespective of format. For starters it's got that unique diagonal viewpoint which forces the game into 3D graphics and so looks physically convincing. Secondly, it's got intelligent opponents and sticks firmly to the rules of the sport, so it's easy to get into. But most importantly it's got an arsenal (oops!) of moves to give you enough fancy footwork to put a tap-dancer to shame. Put all that together and you get realism, which is what any simulation should have.

◀ *The PC version is missing the energy bar found on the consoles so you haven't got as much control over the ball.*

The ref is always near by so you have to be careful if you like doing those dives. Even if he's not facing you he'll spot any foul play. ▶

▲ *The PC offers much better speed and smoothness in its use of graphics over other versions.*

▲ *How's this for product placement! Adidas and Panasonic.*

▲ *As usual it's far better to let the computer control the goalie.*

▲ *When it's time for a corner you get a separate little window. You can plan your corner kicks very efficiently in FIFA.*

COMING SOON

3DO

FIFA

EA

This version is aiming to be something quite different. Apart from looking even better, the view-point can now be placed freely at your discretion and even your player's shadows are animated.

OUT NOV/DECEMBER

VERDICT

PC

Let's start with the one bad thing in this conversion, it's the lack of multitap play. While you could get up to five players together on a SNES you're limited to two here. Moans aside, FIFA is clearly the best footie game on the PC. As elsewhere, it has incredible atmosphere, thanks to tension on the pitch and detailed little touches like cheering fans jumping out of their seats, yet some will say that you never quite feel you're in true control.

DENIZ AHMET

GRAPHICS	90
SOUND	85
PLAYABILITY	84
VALUE	85

OVERALL

86

● **GAME BY** EA ● **CONTACT** ELECTRONIC ARTS (0753 549442) FOR INFORMATION

GOOD GOD!

HEIMDALL 2

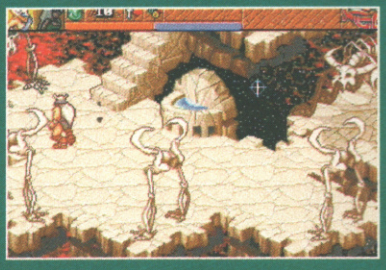
■ CD32
■ ARCADE ADVENTURE
■ £34.99 ■ OUT NOW

■ AMIGA AND A1200 VERSIONS ALSO AVAILABLE
■ NO OTHER VERSIONS PLANNED

Vikings ahoy! Core Design's sumptuous arcade adventure docks on CD32...

Just like the first game Heimdall 2 is an isometric, scrolling adventure with astonishing graphics and animation, although this time the adventure side of things feels much more complete, rather than a string of disconnected scenes like the first game. As Heimdall it's your job to return to Earth and battle the evil Loki once again. Not the most inspiring of plots it has to be said, but thankfully Core Design has spent plenty of time on inspiring gameplay with many challenging puzzles to solve.

This version of Heimdall 2 is similar to the CD32 version of Legacy of Sorasil in that very little has changed from its original Amiga version apart from a lengthy and highly competent classical soundtrack to accompany the game.



These portals allow access to the different worlds. In the early stages you can only visit Midgard but as you solve puzzles other worlds become available to you.

Runes play an important part in the game. You can learn spells and even create your own from scratch. There's even an invincibility rune but will you discover it?

Like the original game one of Heimdall 2's strongest points is its beautiful graphics. It really is like playing a cartoon, but thankfully there's plenty of gameplay.

Heimdall 2's chock-a-block full of puzzles. Here for instance you need a pass before the man will let you into the castle. Thing is, where on Earth do you get one?

The weakest area of Heimdall 2 is the fighting. There's not a lot of strategy, it's simply a case of hitting the fire-button as quickly as possible and hoping you have more energy than the baddie.

Talk about rubbing it in! When it's game over time you'll end up in this jail and be 'rewarded' with this

■ VERDICT

■ CD32

Many comments about Legacy of Sorasil (page 90) on CD32 apply to Heimdall 2. The game is as good as unchanged in its CD incarnation, bar another outstanding CD score (no digital sound FX though). Still, what's here remains a classy product (those graphics are as beautiful as ever) and to my mind Heimdall 2 is one of the few puzzle-heavy games that is as much fun to play for non-arcade adventure fans as it is for the devotee.

■ RIK SKEWS

■ GRAPHICS	86
■ SOUND	90
■ PLAYABILITY	86
■ VALUE	84

OVERALL

86

ALTERNATIVE

SNES
■ Equinox
■ Sony/£40

Another isometric adventure but Equinox is more like Head over Heels on the Spectrum or Monster Max on the Game Boy.

■ ISSUE 137: 80%

● GAME BY CORE DESIGN ● CONTACT CORE DESIGN (0332 297797)

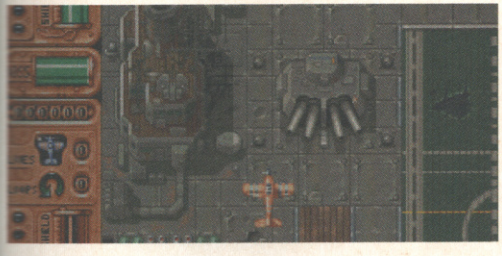
OUTNOW ON FLOPPY

Don't take a risk on buying games which are only worth formatting, read our current recommendations

THEME PARK / PC / EA
£39.99

The idea of this game is to build up a profitable amusement empire and try to poach customers from similar parks. Tons of options and loads of thinking needed to get through this. Lovely graphics add humour to the proceedings.

■ Issue 153: 92%



BANSHEE / A1200 / CORE
PRICE: £25.99

Despite only having four levels, Banshee is an impressive flight of smart backdrops, hardcore shooting and believable action. One of the best shoot-'em-ups we've seen for ages. Nothing new though.

■ Issue 153: 85%

ZOOL 2 / PC / GREMLIN
PRICE: £34.99

Who says that platform games don't work on the PC, certainly not the Ninja from the Nth dimension. Fast and furious platforming malarkey, with plenty of new levels and a new character – Zool's girlie, Zooz.

■ Issue 153: 79%

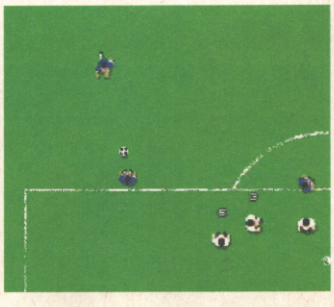
BODY BLOWS AGA/ A1200 / TEAM 17
PRICE: £14.99

It's the best Amiga beat-'em-up by far. Excellent graphics, moves, sound and all at a bargain price. Opponents have loads of character and imagination and it all shifts like a console game.

■ Issue 153: 88%

AVOID

You'll be as sick as a parrot if you buy...



WEMBLEY INTERNATIONAL SOCCER / A1200 / AUDIOGENIC
PRICE: £24.99

This smells like a pair of socks after the World Cup final. The graphics look like a C64 game and the controls are confused. Even the scrolling lacks realistic speed. But you can play in different perspectives.

■ Issue 153: 56%

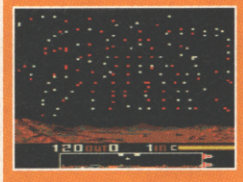
OUTNOW ON HANDHELDS

Handheld machines are small and neat – and so are these games...

WARIOLAND/GAME BOY/ NINTENDO /£24.99

The third Marioland game, and this time you take the part of the evil Wario as he plunders around this graphically spectacular Game Boy game, looking for enough coins from each level to build a castle that will outdo the one Mario built at the end of SML 2.

■ Issue 153: 92%



DROPZONE/GAME GEAR /CODEMASTERS /£TBA

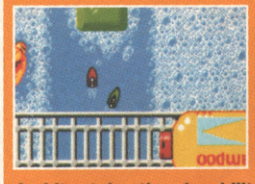
An old game, but it makes an ideal conversion to the Game Gear as it's a simple no brain required blast. Nowadays it would be considered a rip-off on the consoles but on a handheld it's perfect long train journey material.

■ Issue 153: 76%

MEGA MAN 3/GAME BOY/NINTENDO/£19.99

Another blast from the past on the Game Boy. Mega Man is probably Capcom's most enduring game. No prizes for originality but it's a large game with a tough difficulty level, so good VFM.

■ Issue 153: 79%



MICRO MACHINES/GAME GEAR/ CODEMASTERS/ £27.99

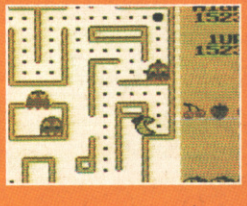
CodeMasters games are always a worthy buy but this one particularly so since it allows a two-player game on just one cart! And it retains the playability of its console cousins. Lovely!

■ Issue 148: 89%

AVOID

Smash this into a thousand pieces...

MS PACMAN/GAME BOY/NINTENDO/£24.99



Nostalgia's OK if the game was any cop in the first place – but this stinks like a dead kipper. Go back to the 70s, you sorry game.

■ Issue 152: 32%

DON'T SLEEP IN THE FATAL POSITION...

FATAL FURY 2

■ MEGA DRIVE
■ BEAT-'EM-UP
■ £59.99 ■ OUT ON IMPORT

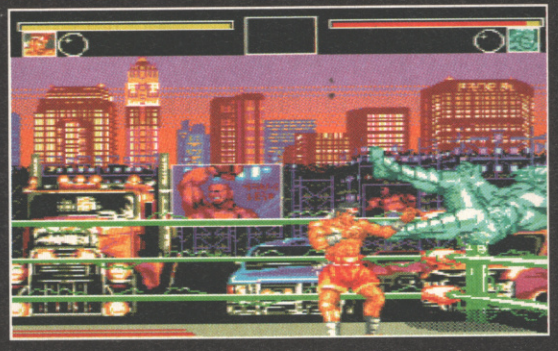
■ SNES VERSION ALSO AVAILABLE
■ NO OTHER VERSIONS PLANNED

SNK prepares to do battle for the beat-'em-up crown...

Call me a big softie but I often feel sorry for those beat-'em-ups that sit in the corner of arcades gathering dust instead of money. It's not as though they're all crap either, it's simply that the market dominators Street Fighter II and Mortal Kombat II are just so good.

The original arcade Fatal Fury falls into the 'dusty corner' category and made no great ripples in the beat-'em-up pond when first released. Like most fighting games though, the arcade sequel proved much better and it's this version which you now find yourself staring at.

Being a sequel there's plenty of new characters to be played and additional moves to be discovered. Among the characters you can choose are brothers Terry and Andy Bogard and Jubei Yamada, a tiny but rather psychotic grandad type.

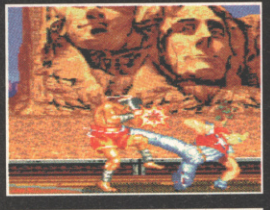


▲ *Some of the backgrounds are interactive. Here for instance, you can throw your opponent on to the electric fence and frazzle him.*

▲ *Here Andy Bogard gives Kim Kap Hwan a Guile special.*

▲ *Here we are in the UK setting. Once again use the background to cripple your opponent on the cogs.*

▲ *Unless you select the fast setting the game slithers like a dead snail. I'd hate to see it on a PAL machine.*

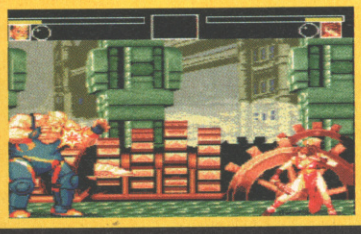


◀ *The graphics in Fatal Fury 2 vary from average to very good. One of the better scenes is this neat version of Mt Rushmore.*

▲ *Axel Hawk is one of the best characters to start with as his basic moves do a lot of damage by themselves. You can worry about learning the specials later.*

LOOKS LIKE...

Many of the moves, and many of the sound effects come to that, are Street Fighter II clones.



Mortal Kombat II is often plagiarised too. Note the similarities between this character and Mileena.

■ VERDICT

■ MEGA DRIVE

Fatal Fury 2 is another OK beat-'em-up but why bother when you can have Super Street Fighter II or Mortal Kombat II? Graphically it's OK but unless you select fast mode it crawls along and there's some really bad slowdown when you finish off a character. Sounds are the usual Street Fighter fare and every other recent beat-'em-up rip-off. At this price and with the competition I'd have to say only buy Fatal Fury 2 if you're totally addicted to the genre.

■ RIK SKEWS

■ GRAPHICS	84
■ SOUND	77
■ PLAYABILITY	80
■ VALUE	78

OVERALL ■

80

ALTERNATIVE

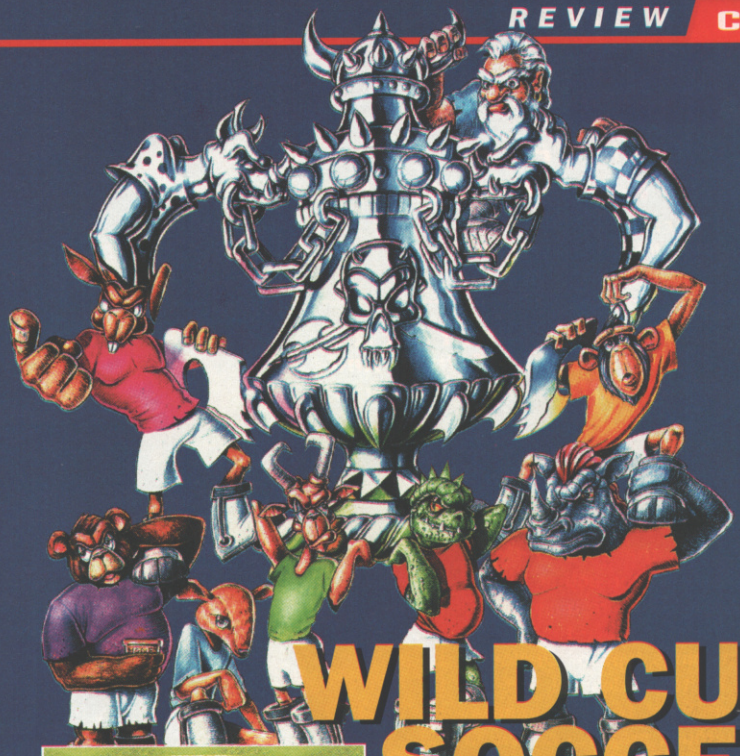
SNES
■ Mortal Kombat II
■ Acclaim/£TBA

Forget Super Street Fighter II this is the definitive beat-'em-up of the moment and quite simply the most perfect arcade conversion ever.

■ ISSUE 154: 96%

● GAME BY SNK CONVERTED BY TAKARA ● CONTACT COMPUTER EXCHANGE (071-636 2666) FOR IMPORT COPIES

WILD CUP SOCCER



AMIGA

SPORTS SIMULATION

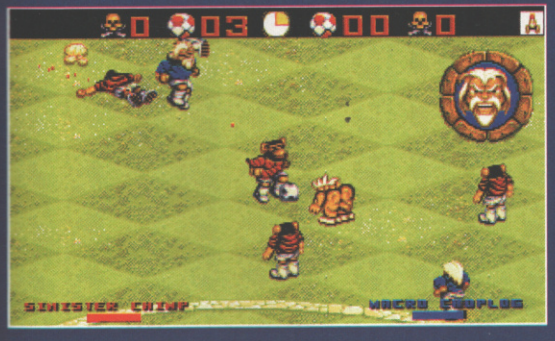
£25.99 OUT NOW

NO OTHER VERSIONS AVAILABLE
CD32 VERSION PLANNED

You're gonna need more than shin-pads to cope with the players in Millenium's violent new sports sim...

Rules aren't really important in Wild Cup Soccer, apart from the fact there are 11 players like regular football. Scoring goals is your main concern. In your way are opponents who like to put the boot in (and their fists) to reduce your player's energy. If it's reduced to zero he dies and a header is scored, resulting in a cash prize for the opponent. Watch out for the pick-ups on the pitch too. These includes delights like the firecracker which causes any opposing team member who touches the ball to spontaneously combust.

Scoring goals and winning matches results in a cash bonus. This cash can be used to buy armour and weapons. These become essential later in the game when opposing teams become more violent.



▲ *The main problem with Wild Cup Soccer is that you often don't feel in control, which can result in the buttons being stabbed randomly.*

▲ *Considering its complexity, the pitch scrolls at a decent pace and is certainly faster than the one in Brutal Sports Football.*

▲ *Goals are necessary to win the match but you can earn more cash by playing nasty and killing opponent players.*

◀ *FIFA should check this one out! The ref dishes out lots of lolly for particularly nasty fouls!*

◀ *Examine the team in more detail and you might notice that some of the players look er... cute. Remember that appearances can be deceptive though.*

◀ *Weapons can also be purchased. Using the mortar is great fun but like all the best things they cost a lot of cash.*

VERDICT

AMIGA

Wild Cup Soccer looks like EA's FIFA Soccer and plays like Mutant League Hockey. Trouble is it's also got FIFA's flaw in that it can lack control and you often end up moving the joystick and pressing the button randomly. Still the graphics are smoother than in Brutal Sports Football and there's no denying that Wild Cup is fun to play (especially in two-player), but personally I'd rather play the ancient but brilliant Speedball 2, especially since it's less than half the price.

RIK SKEWS

GRAPHICS	80
SOUND	74
PLAYABILITY	82
VALUE	79

OVERALL

80

ALTERNATIVE

MEGA DRIVE

Speedball 2
Virgin/£35.99

The Amiga original is a real all-time classic and this version retains all the brilliant playability.

ISSUE 123: 93%

GAME BY MILLENNIUM **CONTACT** MILLENNIUM (0223 844894) FOR MORE INFORMATION

BURNING SOLDIER

■ 3DO
■ SHOOT-'EM UP
■ £84.99 ■ OUT ON IMPORT
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

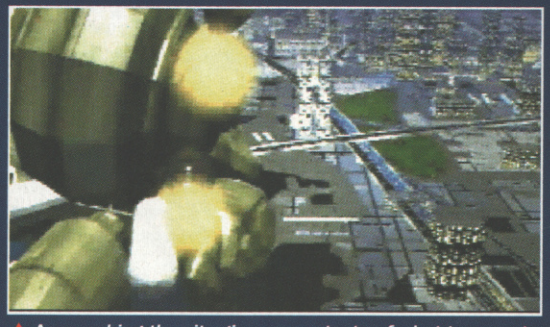
It looks like Rebel Assault but it's set even further in the future. And it's so much better with two players.

Importers have been cutting themselves with sharp words of praise for this game - it looks great running in shop windows.

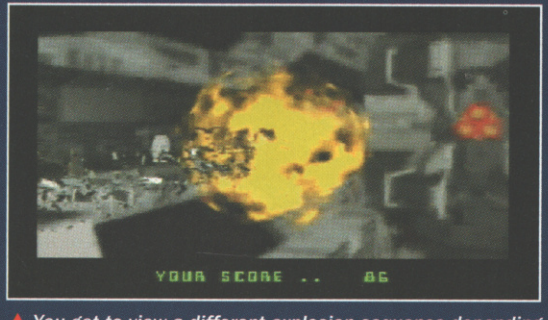
There are really flash moments with the intro and cut-scenes, and then the action settles back into a much more basic blast. Sure, this sort of move-the-cursor-and-shoot-things type of challenge leaves a lot to be desired, but it's ideal if you want to whizz impressive background graphics around in a set pattern as in here.

There are four missions altogether, with 18 stages in all. The idea is to survive to the end of each stage, and the game is purely about shooting for the best score possible. It's shallow but its simplicity makes it exciting to play.

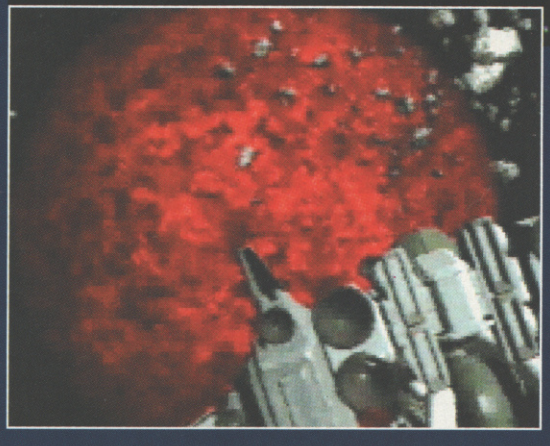
▲ You only control your cursor in this game - the backgrounds swerve and tilt of their own accord.



▲ Approaching the city gives you a taste of what to expect. This is one of many cut-scenes in the game.



▲ You get to view a different explosion sequence depending on where you are when you snuff it. The shattering effect is superb.



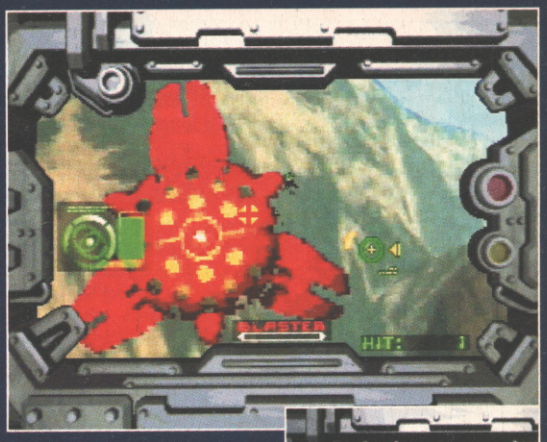
▲ Your path through the asteroids is governed by the computer but you can blast any asteroids in your path.

▲ In Tokyo you have an overhead battle and a head-on one as shown here. The bar in the left window is your energy and you can't recharge.

● GAME BY **PANASONIC** ● CONTACT **COMPUTER EXCHANGE (071 636 2666) FOR INFORMATION** ● **TWO PLAYER GAME.**

Occasionally the game switches to overhead perspective. Here you have to blast the enemy barracks .

Most of the game is spent trying to target these nasty bombs which shoot out at you with super speed.



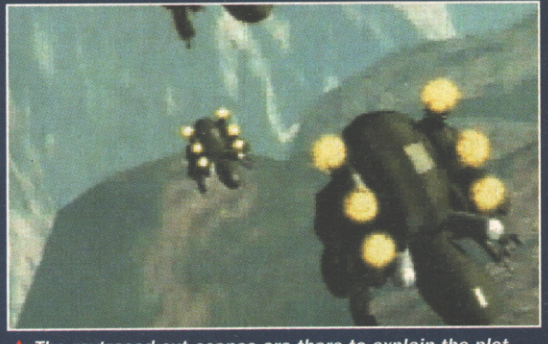
Time to get wet!

SECOND OPINION

I'm sure most people will find this briefly entertaining but like Rebel Assault it does become repetitive very quickly. The graphics are impressively animated but you have no control over the flight patterns which is a bit annoying. It looks good but the gameplay's samey. Still, it does have a two-player mode. A few more weapons and more than just four missions would have made this excellent. Very well put together but quite tricky in one-player mode.

■ RIK SKEWS

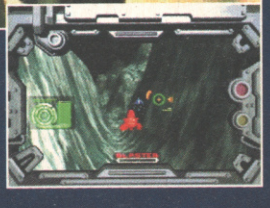
3DO FANTASY FLIGHT



The raytraced cut-scenes are there to explain the plot. They're accompanied by a voice over.

Having landed on Earth your ship is transformed into a bouncing bug which leaps across the ground as shown here.

This cavern bit looks very similar to Rebel Assult, eh? But this one swerves up and down too.



Your laser is your only weapon for the entire game. There are no collectables to be found for power-ups of any form.

COMING SOON

PC-CD

■ NOVASTORM

■ PSYGNOSIS

This is the much, much improved sequel to Microcosm. It looks fab and contains a collection of bosses that'll blow you away. You can even crash into the scenery.

■ EXPECTED RELEASE: OCTOBER

■ VERDICT

■ 3DO

Burning Soldier manages to make simplistic cursor shooting (as seen in Rebel Assult and Microcosm) very entertaining. It's the futuristic atmosphere which shines through and there's no noticeable disk access to disjoint the flow of gameplay. But enemy fire comes lightning fast, so sometimes you can't help feeling that it's rather unfair to expect you to see it quick enough. A professional and good fun game, though.

■ DENIZ AHMET

■ GRAPHICS	90
■ SOUND	89
■ PLAYABILITY	78
■ VALUE	60

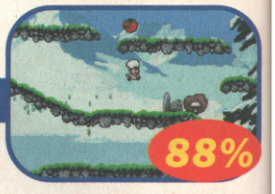
OVERALL ■

79

● GAME BY **PANASONIC** ● CONTACT **COMPUTER EXCHANGE (071 636 2666) FOR INFORMATION** ● **TWO PLAYER GAME.**

SUPERSHORTS

CVG gives you the whole picture when it comes to games reviews...

	GRAPHICS	SOUND	PLAYABILITY	OVERALL
KICK OFF 3 ● PC ● £29.99 BY ANCO *A top notch and chipper footie game*	Large and quite fast-moving sprites, but no real variety in the backdrop, which – let's face it – is only to be expected.	Adequately football-like in its aural qualities, but Kick Off 3 just sounds like a lot of other football titles.	It all goes wrong under this category. The controls are rubbish, the response is slack and the scrolling reeks.	30%
OUT TO LUNCH ● AMIGA ● £25.99 BY MINDSCAPE *Enjoyable fast-paced platform caper starring a lairy chef.*	Looks for all the world like a Super NES game. Colourful, perky sprites and backgrounds coupled with jolly animation.	A selection of suitably bouncy tunes tootle in the background, while the effects try hard not to interfere.	Out To Lunch is very easy to pick up, but its rapid pace and taxing later levels make it a tough challenge to crack.	 88%
EMPIRE SOCCER ● AMIGA ● £29.99 BY EMPIRE SOFTWARE *Yes, it's another soccer game – but this one's ace.*	Cartoony sprites cavort around a rarely seen fully overhead pitch environment in a reasonably convincing manner.	All the fun of a real game if your ears can handle it. Deafen yourself in the comfort of your own home! What fun!	Not much for the old realism, but this is a highly enjoyable and skilful game. Among the best of the current crop.	87%
JAMMIT ● NES ● £UNCONFIRMED BY VIRGIN *Very bad basketball craze cash-in*	Goes to show that 'digitised' doesn't always mean 'any good', the sprites and backgrounds on offer are of a very low standard.	The crackly speech is just plain annoying, and while the music tries hard to be funky, it's wearily repetitive.	It takes so much work to get just the tiniest ounce of fun out of this product, and it really isn't worth the effort.	43%
PIRATES OF DARK WATER ● MEGA DRIVE ● £45 BY SEGA *Yet another average platform game. Aieee!*	The backgrounds are nice and very atmospheric, but the sprites look somewhat flat, although they are quite nicely drawn.	The effects are barely audible (which is actually a godsend) and the music lacks any semblance of a tune at all.	Good fun for a while, but soon the very ordinariness of the game begins to get on your nerves.	71%
COMBAT CARS ● MEGA DRIVE ● £29.99 BY ACCOLADE *Average overhead racing game with no thrills.*	Whilst the sprites are clearly enough defined, they're a bit on the bland side and could do with some spicing up.	If you're into pop techno, you'll scream with delight at the tunes on this number, and the spot effects are pretty good, too.	A slidey control system spoils the fun a bit. This just isn't as good as Codemasters' Micro Machines, unfortunately.	67%
WORLD CUP USA '94 ● PC ● £32.99 BY US GOLD *Smashing arcade-stylee soccer title.*	Small but perfectly formed sprites featuring some pretty cool animation. The pitches are, as usual, very green indeed.	When it comes to cheers, jeers, thwacks and all the other audio accoutrements of the sport, this game has them.	Fast-paced and relying more on analogue-wagling than really skilful strategy, this is best suited to younger gamers.	81%
PLANET FOOTBALL ● PC ● £39.99 BY INFOGRAMMES *Potentially ace but sadly flawed sports title.*	Lovely 3D pitch environment and nice-looking player sprites. (Meaning nice in the graphic sense - I don't fancy them).	Once again, a football game which has authentic football sound of a reasonable quality, and that's no bad thing.	The 3D view means you can't see to defend when you're playing upscreen, or see to attack when playing down.	65%

● INFOGRAMES (071-738 8199) ● US GOLD (021-625 3366) ● IMPRESSIONS (071-351 2133) ● PSYGNOSIS (051-709 5755) ● IMAGINEER (0753 671686) ● OCEAN (061-832 6633)

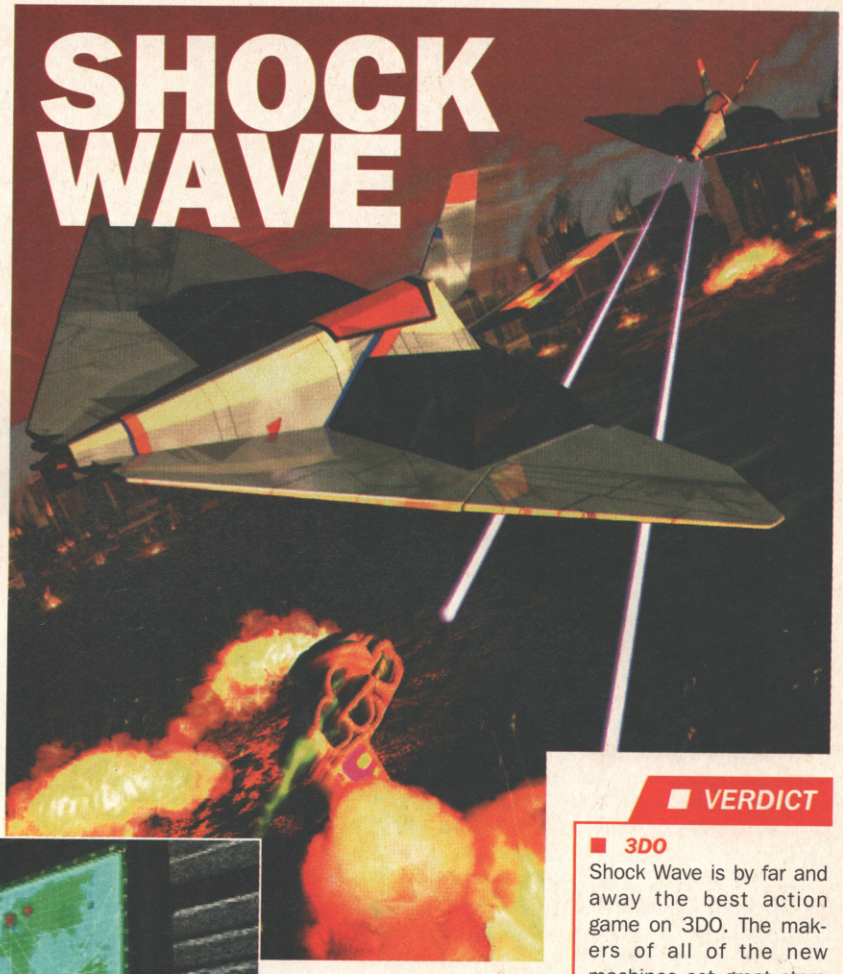
SHOCK WAVE

■ 3DO
■ SHOOT-'EM-UP
■ £54.99 ■ OUT NOW
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

Again the 3DO's technical wizardry is fired up and ready to roll, let's hope there's plenty of gameplay to be had

All right, early 3DO games were undeniably cack – but most new developments start timidly. Electronic Arts is due to release no less than twenty-five 3DO titles between now and next June – so it'll be interesting to see how many cherries it'll have in its basket. Either the little techno pixies have visited our Panasonic 3DO and patched it up behind our backs, or this is the first game where it looks like programmers have sussed a way around the machine's much publicised problems with sluggish access time.

The game itself, Shockwave, is in fact pretty standard shoot-'em-up fare, although the excellent graphics suggest otherwise. But, importantly, there's no slow-down or painful disc accessing time which has been the case with many of the earlier games.



The aliens have a variety of craft at their disposal, with new ships appearing every level. Thankfully those nice people who built your fighter remembered to include missiles as well as an airbag. ▼

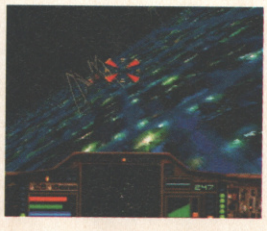
◀ *This is where the good guys work. You can tell this because the equipment looks like something out of Space 1999 (ie cheap).*

▲ *Like most 3DO titles, ShockWave is loaded with FMV clips. They drag on a bit, but add immensely to the plot.*

▲ *The texture mapping doesn't really work in cities, they look a bit flat. This is compensated for slightly by sporadic 3D buildings.*

▲ *The graphics are outstanding, although you can go for periods without encountering anything. A taste of things to come?*

These spider craft go ▶ *around the cities nerve gassing the population then hoovering them up. Luckily for you they're unarmed.*



■ VERDICT

■ 3DO

Shock Wave is by far and away the best action game on 3DO. The makers of all of the new machines set great store on the power of their toys, but the texture mapping here is the best I've seen in any game and the sprite scaling is perfect. However, the action is limited, especially with the bosses that vary little throughout the game. It may not have scored a CVG hit, but this one of the better 3DO games and an essential buy if you own the machine.

■ MARK PATTERSON

■ GRAPHICS	90
■ SOUND	65
■ PLAYABILITY	82
■ VALUE	75

OVERALL ■

78

ALTERNATIVE

Mega-CD
■ Battlecorps
■ Core/£44.99

Core's latest hit is on the Mega-CD and is based on its earlier hit on that machine, Thunderhawk. Plenty of hard core shooting. Nuff said.

■ ISSUE 153: 65%

● **GAME BY** ELECTRONIC ARTS ● **CONTACT** ELECTRONIC ARTS (0753 549442) FOR MORE INFORMATION

ON THE BALL
WORLD CUP EDITION

■ PC
■ STRATEGY
■ £34.99 ■ OUT NOW
■ AMIGA AND A1200 VERSIONS ALSO AVAILABLE
■ PC-CD VERSIONS PLANNED

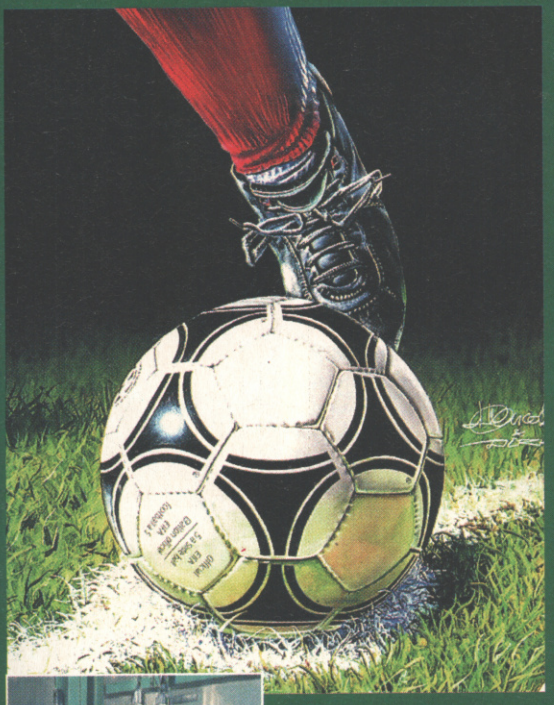
The Germans have come up with a management game so different that you'll kick yourself if you miss it...

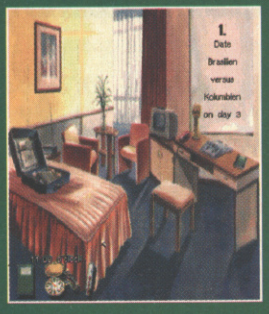
Football management games have always been rather notorious for their off-putting user interfaces and complex menu system, so it's a major surprise to find one game which has done something about that.

On the Ball has taken a graphical adventure type approach to football management, borrowing the sort of point-and-click interface and multiple-choice questioning that's more accustomed to your standard adventure game.

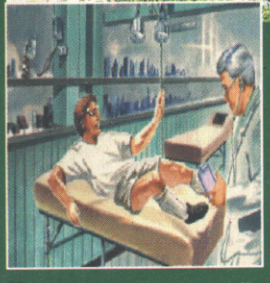
Using your diary you plan day-to-day training programmes, eating routines, press conferences, team meetings, time off and so forth during the World Cup. What's original here though is the move away from purely statistical-based management to people management, and that means matching player personalities as well as skills. The cinch comes with 'events' which can pop-up at any time and so disrupt your plans. The team might go down with food poisoning or a bomb alert might postpone all training for that day - just be prepared to use up any time efficiently.

It's not possible to summarise the extensive 112-page game manual on to this page, so read on for the edited highlights...





▲ At the World Cup your hotel room is your office. You can access all options by clicking on appropriate objects. Make sure you get enough sleep. You have a different office if you select to play the qualifying phase which lets you develop your player skills more comprehensively.

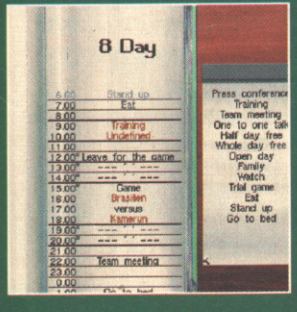


◀ A visit to the doctor lets you talk to injured players to boost their mood or you can have a massage yourself if you're stressed out.

▼ To check your personnel's state of mind as a manger you simply click on your barometer to display this screen. At this moment things are going well.

▲ During a match you get real-time graphics from different viewpoints and a running text commentary. Quite unique.

▲ Training is the only real way to improve your team. You scroll through this display to find the form of training you want. It's then scheduled in your diary.



◀ Using your diary is a simple case of drag-and-drop from the list to the right. Meals are only available at certain times.

■ VERDICT

■ PC

As a non-strategy fan I was quite impressed at how easy and involving this game is to get in to. The graphical approach is unique and unmatched but it's the sheer comprehensiveness of the options which make it work. The amount of thought which has gone into this game is exhaustive and it's actually quite stressful to play. My only problem is that it's very difficult to tell if you've made a wrong decision until it's too late.

■ DENIZ AHMET

■ GRAPHICS	84
■ SOUND	35
■ PLAYABILITY	87
■ VALUE	82

OVERALL

89

ALTERNATIVE

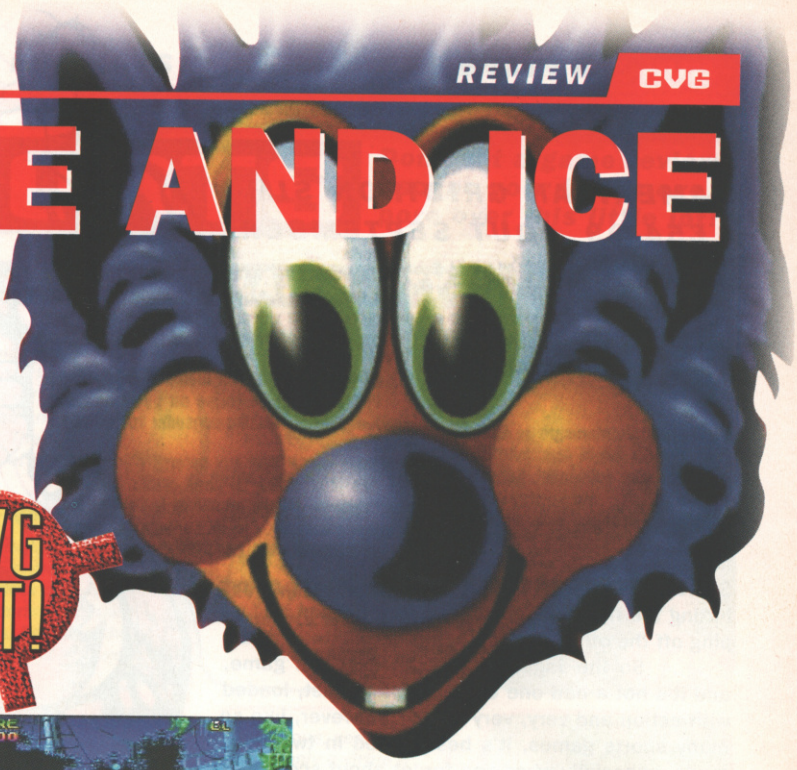
AMIGA
■ Premier Manager 2
■ Gremlin/£25.99
If you're not into snazzy graphics then this is among the best management games. Tons of options and opportunity for skullduggery.
■ ISSUE 145: 88%

● GAME BY ASCON ● CONTACT ASCON (071-328 3144) FOR INFORMATION ● 386 PC MINIMUM

FIRE AND ICE

■ CD32
■ PLATFORM
■ £24.99 ■ OUT NOW

■ AMIGA AND GAME GEAR VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED



CVG HIT!

Top programmer Andrew Braybrook and the Graftgold team fire up the CD32 with a cool platformer

Andrew Braybrook and the Graftgold team have been responsible for some classic games like Paradroid and Uridium, and more recently two superb Amiga platformers, Rainbow Islands and Fire and Ice, the later of which is now on CD32.

Casting you as Cool Coyote, Fire and Ice contains all the usual platform storyline cliches as you bound your way across numerous and highly varied lands. The clever thing is 'cos it's called Fire and Ice, right, the levels start off icy and become progressively warmer.

It's also one of those horribly cute games, so instead of killing the baddies you freeze them, then run past which shatters them. Freezing baddies is essential because some of them (usually the tougher ones) hide parts of a giant key which is needed to open the door at the end of each level.

◀ *If you like game music you'll love Fire and Ice. There's plenty of brilliant upbeat tunes and great FX throughout the game to drive you on.*

▲ *Once you have all the pieces of the key it's tempting to leave the level straightaway. Don't! Around many of the exits there are often loads of bonuses.*

▲ *In the jungle level you have to contend with the usual quota of nasties plus baddies in the background firing flaming spears at you.*

▲ *Shoot the question marks for a variety of different bonuses and power-ups.*

▲ *Certain baddies hide parts of a key. Complete the key and you can leave the level through a door.*

The map pops up before each level so that you can see all of the stage you are about to complete. ▶

■ VERDICT

■ CD32

The Game Gear conversion was poor, but that's certainly not the case with this version. Some of the graphics are beautiful, especially the fading backgrounds. As for the music, it's the best I've ever heard in a game apart from Ecco Mega CD. Presentation certainly doesn't make up for gameplay, but it goes a long way towards enhancing it; play the game with the original chip music and you'll see what I mean. Thankfully the game itself is equally polished and top fun to play although it's tough going in places. Hot stuff for the CD32 indeed.

■ RIK SKEWS

■ GRAPHICS	91
■ SOUND	95
■ PLAYABILITY	89
■ VALUE	90

OVERALL ■

90

OTHER VERSION

GAME GEAR

■ Fire and Ice
■ Virgin/£29.99

Oh dear, this is a bit of an insult compared to the Amiga original, let alone the all singing, all dancing CD32 version. One to file in the bargain bin if you should see it in the shops.

■ ISSUE 148: 68%

● **GAME BY** RENEGADE ● **CONTACT RENEGADE** 071 481 9214 FOR MORE INFORMATION

■ JAGUAR
■ AMERICAN GRIDIRON SIM
■ £54.99 ■ OUT SEPTEMBER

■ AMIGA VERSION AVAILABLE
■ NO OTHER VERSIONS PLANNED

BRUTAL SPORTS FOOTBALL

It's more brutal than an Eric Cantona boot in the chest, and definitely more sporting. It's the world's most violent footy game...

We've seen some amazing examples of footy violence before, such as Arsenal's historic 21-man punch-up with Norwich, but nothing compares to this. The players in Brutal Sports tool up with knives and throwing axes before hitting the field, where the onus is as much on lopping off the other players' heads as scoring goals.

So the Jaguar's now got a sports game, and it's not a bad one either. Brutal's fast, loaded with action and very, very bloody. However, like so many sports games, it's best played in two-player mode, especially when you forget about scoring and kill every opposing team member for a default victory. As the pitch gets churned up and the bodies start appearing, things become a little confused, but at that stage in a match there usually isn't much time left on the clock.

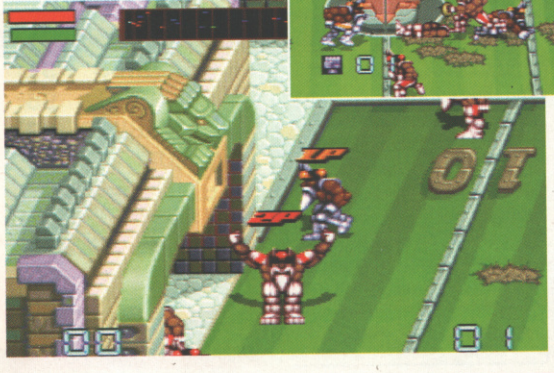
▲ Top weapons such as bombs, swords, axes and even decapitated heads can be collected to make life tough for you opponents.

▲ Each player has their own energy rating, when it drops below a certain level the next hit takes their head clean off.

▲ Getting the ball straight from the kick off is essential, since a fast player can bomb the length of the pitch and score before the defenders can react.

◀ There are two ways of winning, either score more or kill all your opponents. Guess which is more fun?

◀ When a player loses their head, they're not completely out of the game as their departed cranium can be employed as a substitute ball.



◀ Scoring a goal is a simple matter of getting the ball through the gate. Well, it would be simple if there wasn't a large, hairy keeper in the way.

■ VERDICT

■ JAGUAR

As good as Brutal Sports is, what I really want is a proper footy game for the Jag. With Imagineer's Kick Off 3 still a fair way off, it doesn't look like we're going to have anything of that ilk for a while. In the mean time, Brutal offers more than enough to tide you over the coming months. The gameplay's fluid, there's enough different tactics and it's fast. But you really need a second joypad and a mate to enjoy it at its best – and an agreement to play for kills rather than points.

■ MARK PATTERSON

■ GRAPHICS	80
■ SOUND	75
■ PLAYABILITY	83
■ VALUE	79

OVERALL ■

80

COMING SOON

JAGUAR/SNES/MEGA DRIVE

■ Kick Off 3/Imagineer
■ £TBA/£39.99£49.99

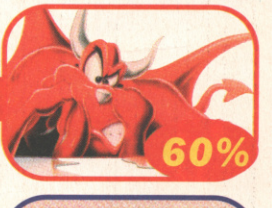
What the Jag really needs is a good real-world sports sim, so it's just as well then that Imagineer is currently working on a conversion of Kick Off 3. Fortunately it's based on the excellent, but delayed, console versions, not the tacky floppy ones.

■ EXPECTED RELEASE: NOVEMBER/DECEMBER

● CONTACT TELEGAMES (0533 813606) FOR MORE INFORMATION ● NUMBER OF PLAYERS 1-2

SUPERSHORTS

Don't let a game review escape your beady eye... pore over this little lot!

	GRAPHICS	SOUND	PLAYABILITY	OVERALL
INCREDIBLE CRASH DUMMIES ● AMIGA ● £25.99 BY VIRGIN *Horrible, unsightly platform affair, utterly dreadful.*	Those blimming ray-traced backgrounds are back in full effect, and they look as daft as they ever did. The animation is bad, too.	The main game tune is infuriatingly irritating. It will make you go mad and kill people. There aren't many effects either.	Possibly the least reponsive controls in the whole, wide world. This is one of the worst games of its kind in existence.	12%
DELTA V ● PC ● £45.99 BY US GOLD *Regrettably half-hearted shoot-'em-up*	Completely ace looking play environment, but the crappy vector graphics are extremely dated.	Sounds much like an old Eighties sci-fi film, lots of lasers and futuristic weapon effects. Probably the game's best feature.	As repetitive as Ace of Base's record release schedule, Delta V goes nowhere, slowly. Confused, confusing and boring	48%
CENTRAL INTELLIGENCE ● PC ● £39.99 BY OCEAN *Tedious strategy-type effort with no thrills.*	Lots of boring static screens, maps and charts. Probably looks great if you're into accountancy and you like studying graphs.	Take a wild guess here as to what you think the sound quality is going to be like. Yes! You're right! It's useless!	Ambitious, yes, but that's only a virtue if a game's also visionary. As it is, this is overscaled and the interface is clumsy.	43%
TRAPS AND TREASURES ● AMIGA ● £25.99 BY KRISALIS *Uninspired platform game which follows the herd.*	Tries to look consoley, and nearly pulls it off, but the backgrounds look a little flat against the sprites.	You've heard it all before. A selection of standard tunes and effects with absolutely no surprises in store.	Guess what, Traps And Treasures is remarkably unremarkable in this department too. No new ideas present.	70%
IMPOSSIBLE MISSION 2025 ● AMIGA ● £29.99 BY MICROPROSE *Thoughtful enough platformer, but now looks a bit dated.*	Detailed sprites, imaginative enemies and a whole ruck of moody backgrounds. A good looking game, but no stunner.	Scores solidly in this department. The tunes on offer fit the action well, and the effects enhance the atmosphere.	Takes a bit of thought as well as an active joystick hand, but the formula has been seen too often, even if this was the original.	82%
WORLD CUP USA ● GAME GEAR ● £PRICE US GOLD *Distinctly average soccer game which doesn't rise above the crowd.*	The screen doesn't blur too much, which is a real blessing with this sort of game. Otherwise very average indeed.	The tinny Game Gear speaker makes the rather insipid tunes and effects sound even less exciting than they are.	It's good enough. Plays at a reasonable pace and is quite good fun, but there are better games of this type already available.	72%
LITIL DIVIL ● CDI ● £39.99 BY PHILIPS *One of the most talked-about games of the year.*	Ooh, they're just dreamy. The sprites are well designed and brilliantly drawn and animated, and so are the backdrops.	As befits a CD title, the sound for Litil Divil is high-quality. The tunes enhance the mood of the game perfectly.	This smacks of Dragon's Lair, great to look at but not a lot there to play with at the end of a long day	 60%
VAL D'ISÉRE CHAMPIONSHIP ● SNES ● £24.99 BY MINDSCAPE *WInter sports skiing sim with little variation*	Excellent 3D viewpoint, and some rather top Mode 7 graphics bring the game alive.	The effects sound real enough, but the music is gruesome.in the extreme.	Only two real game variations and some of the ski courses require very little skill or technique.	58%

● **VIRGIN** (081-960 2255) ● **US GOLD** (021-625 3366) ● **PHILIPS** (081-689 4444) ● **OCEAN** (061-832 6633) ● **KRISALIS** (0709 372290) ● **MICROPROSE** (0666 504326)

ALADDIN

■ SUPER GAME BOY
■ PLATFORM
■ £UNCONFIRMED
■ OUT SEPTEMBER

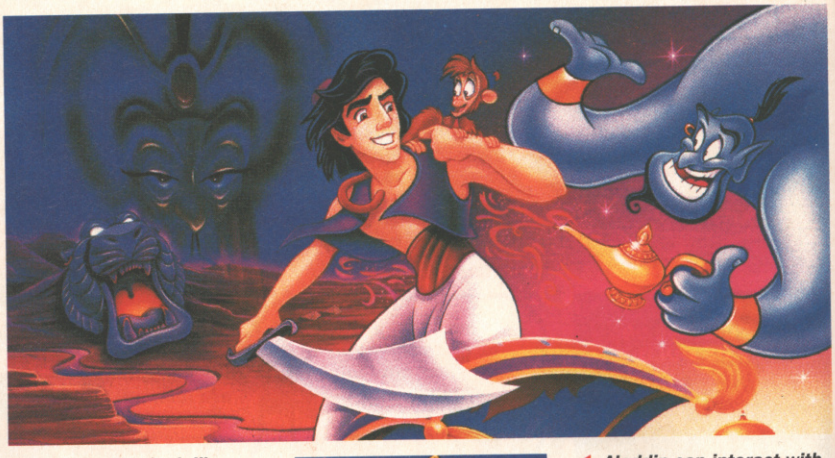
■ MEGA DRIVE, SNES, GAME GEAR AND MASTER SYSTEM VERSIONS ALSO AVAILABLE
■ A1200, PC AND NES VERSIONS PLANNED

Aladdin swings his pants as he leaps and bounds his way through the latest Game Boy platform conversion...

Cool Spot started the trend in Virgin's slick platformers, and since then we've seen Aladdin and Jungle Book using a similar game engine and later in the year we're going to be treated to Beauty and the Beast and The Lion King (see page 43) which are likely to follow similar lines.

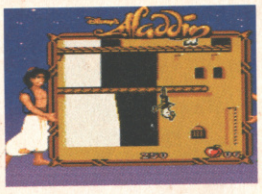
Aladdin is a platform game pure and simple, but it follows the path of the Mega Drive game rather than the SNES product and most notably by the way Aladdin himself is armed with a sword rather than the wimpy apples in the Nintendo cart.

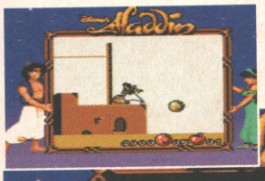
The young Arab's objective is to jump and swing his way through the desert lands picking up all the usual stuff that seems to populate platform-laden scenes; you know the kind of stuff: energy replenishers, jewels and golden scarabs, along with collecting apples to top up your supply.



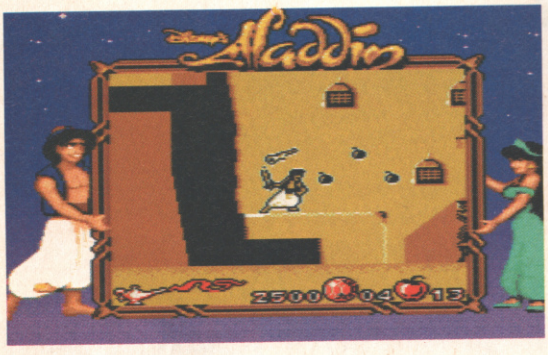
◀ Aladdin can interact with the background scenery like these handy cables which allow him to progress when there are no platforms.

The things that look like fruit pastilles are actually jewels. Collect them for a hefty bonus. ▼

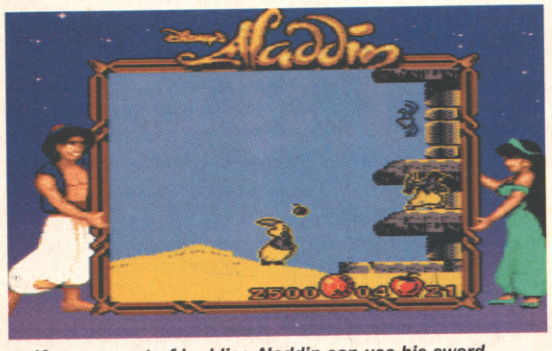




▲ At the end of every level there's a chance of getting one of a number of bonuses by playing a fruit machine-style sub-game.



▲ This level sees you trying to collect the scattered pieces of a flute. Also note the apples. Collect them and they can be used as projectiles to take out the baddies.



▲ If you run out of baddies Aladdin can use his sword. Although it means getting close to the baddies it dispenses with them much quicker.

Aladdin is ▶ compatible with the new Super Game Boy. Apart from colour you're also treated to this sickly sweet artwork from the movie.

■ VERDICT

■ SUPER GAME BOY

Aladdin's sumptuous graphics were always its strong point on the Mega Drive and SNES. Although they're pretty good in this conversion the striking impact of the original is gone and the standard platform fare reveals itself all too clearly. It plays well and there's quite a lot of variety in the levels, but unless you're an Aladdin fan there's nothing that sets this apart from other platformers over the last year. I reckon you'd be off with Virgin's similar and more playable Cool Spot.

■ RIK SKEWS

■ GRAPHICS	80
■ SOUND	72
■ PLAYABILITY	77
■ VALUE	74

OVERALL ■

75

ALTERNATIVE

SNES
■ Cool Spot
■ Virgin/£49.99

Brilliant graphics, sound and playability make the original use of this game engine the best by far, and the Cool Spot character is incredibly fluid.

■ ISSUE 147: 89%

● GAME BY VIRGIN ● CONTACT VIRGIN (081-960 2255) FOR MORE INFORMATION

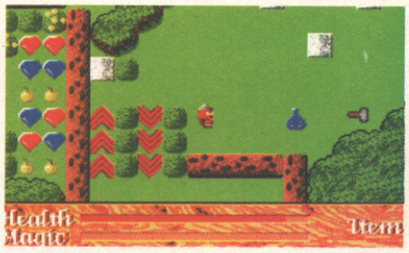
PD GAMES

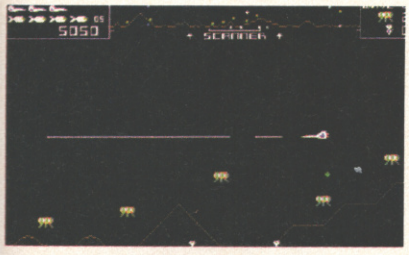
Quality PD games where you can have a bangin' good blast for less than a fiver...

GODS OF THUNDER / PC

It looks like an 8-bit game – but this Zelda style-arcade adventure romp is one of the more thorough RPGs we've seen on PD. You'll no doubt be familiar with the format of this type of game. Solve the puzzles, find the spells, fight the nasty wizards blah, blah, blah. It's a shame it doesn't make more use of the PC's capabilities, but at the price it's well worth the look.

■ 72%





DEFENDER / PC

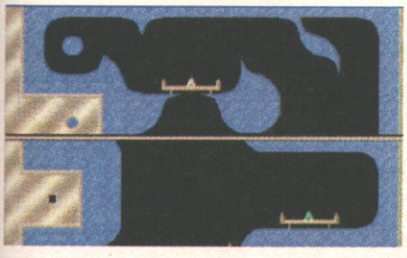
Arcade classics such as this were made for the PD sector. As you'd expect, it's a good conversion of the blasting original. If there's anyone out there in the universe who doesn't know the plot I'll explain it. Shoot some aliens and then shoot some more. Complex eh? Fun but it runs a little too slowly to be considered perfect.

■ 75%

DR STRANGE / AMIGA

You're bound to be familiar with the concept of this Space Panic clone. It's set around platforms where you dig a hole, wait for an alien to fall in it, then fill it in again. Bury all the aliens and you complete the level and move on to the next more difficult one. Lots of professional, cute graphics and amusing sound effects make this a must.

■ 90%



GRAVITY FORCE 2 / AMIGA

We've had Defender on the PC and now the equally ancient Thrust on the Amiga. Gravity Force 2 sees you trying to complete numerous missions which would be quite easy if not for the fact that you're hampered by gravity-dominated, heavy controls. A fine job indeed and one of the best PD arcade conversions we've seen in a while.

■ 85%

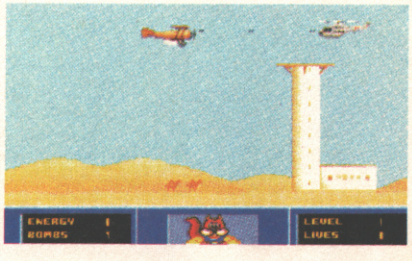
AVOID

You wouldn't want this even if it was free...

DESERT RAID / PC

This is a lot like the old arcade game Scramble, except it's set in a desert instead of in space. Oh, and it's utter crud as well, with zero gameplay; there is really nothing nice to say about this at all. God, we can be so ruthless sometimes it's quite scary !

■ 10%



CHEAPOS

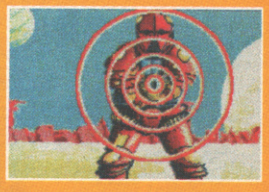
Cheap games won't mean nasty if you use our list to pick wisely.

LASER SQUAD / AMIGA / BUZZ

PRICE: £9.99

A space battle game which is actually an old Spectrum game, which is actually quite good. Nothing special visually but you'll play it with care and satisfaction. A great killing game which take some beating.

■ 80%



CRUISE FOR A CORPSE / AMIGA / KIXX

PRICE: £14.99

It's a detective game of the point-and-click ilk, but the puzzles are far from linear so it's very involving. Smart graphics provide the atmosphere and good dialogue keeps you interested. Benefits from predictable clues. Get this – you won't regret it.

■ 89%

CADAVER / PC / KIXX

PRICE: £16.99

As far as explorative isometric games go this is superb. Lavish graphics and sensible puzzles merge into a medieval quest full of fantasy. The controls take some getting used to but you'll stick with it to see more.

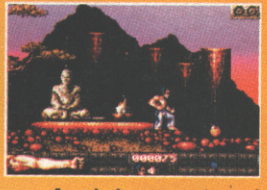
■ 90%

FIRST SAMURAI / PC / UBISOFT

PRICE: £9.99

A bargain! This is a brilliant slash-'em-up played over a land of platforms. Good power-ups, sound and detailed graphics make this a particularly exciting console type game. The plot's about time travel, so expect heaps and heaps of varied opponents and lots of atmosphere.

■ 88%



AVOID

Stick this one in the closet

LEISURE SUIT LARRY / AMIGA / KIXX

PRICE £14.99

An antiquated user interface coupled with naff Yank humour spoils this game. Plus it never seems to do what you want and the puzzles are too easy.

■ 40%

BRUTAL

■ MEGA-CD
■ BEAT-'EM-UP
■ £39.99 ■ OUT NOW

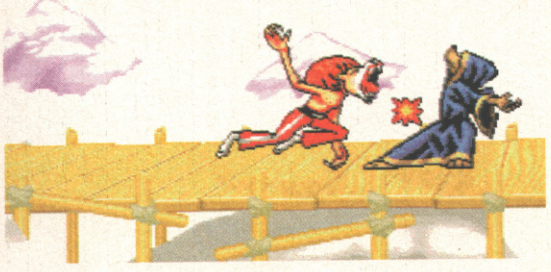
■ MEGA DRIVE AND SNES VERSIONS PLANNED
■ NO OTHER VERSIONS AVAILABLE

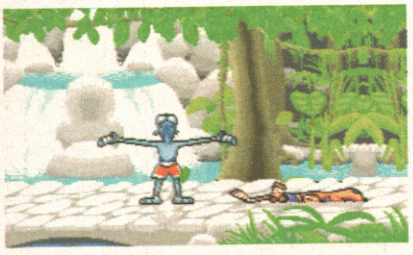
The animals aren't taking it any more. It's goodbye roadkill and hello jumping axe kicks...

It's easy to dismiss a beat-'em-up just because it isn't one of the big names. But with Super Street Fighter II not living up to expectations, and Mortal II not coming out on Mega-CD, combat fans are going to have to look elsewhere, and where better than this?

Brutal takes a different slant on the genre, replacing the traditional hard-bitten Ken, Ryu and Chun-Li rip-offs with a collection of off-beat animals. The result is a distinctive beat-'em-up which doesn't break any moulds, but still offers a good challenge, varied tactics and three speeds incorporated in the levels – the fastest of which puts almost every other beat-'em-up to shame.

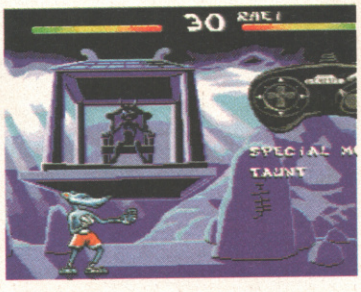
▲ *The animation is a little patchy in places. Sometimes it's very smooth, other times there seems to be a few frames missing.*

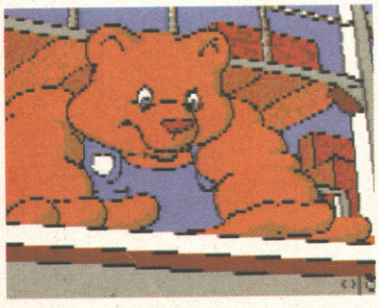




▲ *This is a particularly dangerous level, take a hit and you could end up falling off the bridge.*

When you win ▶ two fights, you're taken off to combat school to learn a special move. However, your opponents have also brushed up on their skills so the game doesn't get any easier.





◀ *As normal with CD games, there's a healthy dose of animated frivolity laying the background to the plot.*

Each character ▶ has its own set of moves and individual speed and skill ratings.

▲ *As your character's abilities increase, you're given codes to revive him. These let you restore him, so you can pop round to your mate's house and trounce him with your arsenal of special attacks.*

■ VERDICT

■ MEGA-CD

While it lacks the technical polish of either Street Fighter or Mortal Kombat it does offer something distinctly different enough to make it worthwhile. The graphics are a nice size, there are plenty of moves and characters and the tutorial stages means you don't have to waste hours tracking down the special moves. All those factors, combined with the fact that the Mega-CD lacks a decent combat game, make this a worthwhile purchase.

■ MARK PATTERSON

■ GRAPHICS	87
■ SOUND	88
■ PLAYABILITY	87
■ VALUE	89

OVERALL ■

88

COMING SOON

SNES/MEGA DRIVE

■ GameTek

Brutal on cartridge will, obviously, lack the cartoon sequences of the CD version. Apart from that most of the features will remain intact. Of the two, the SNES version is looking slightly better. But you can find out just how they turn out in a couple of months.

■ EXPECTED RELEASE: NOVEMBER

● GAME BY GAMETEK ● CONTACT GAMETEK (0753 553445) FOR INFORMATION

WORLD HEROES 2

■ SNES
■ BEAT-'EM-UP
■ £60 ■ OUT NOW
■ NEO GEO VERSION ALSO AVAILABLE
■ NO OTHER VERSIONS PLANNED

Everyone wants to go to heaven but no one wants to die, especially when you're playing a beat-'em-up...

If you're reading this you must be the sort of person who's purchased every single version of Street Fighter, but who still can't get enough. Before everyone else calls you boring - this isn't just another beat-'em-up.

You're spoilt for choice with 16 characters, far more than usual, plus they're original too. All the special moves are much more graphically spectacular than those in Super Street Fighter – and there's a massive 22 backdrops for added realism.

The one and two-player games follow convention with three-round fights, but they don't have any bonus rounds. There is, however, the Survival Match, in which dangerous obstacles are strewn left, right and centre.

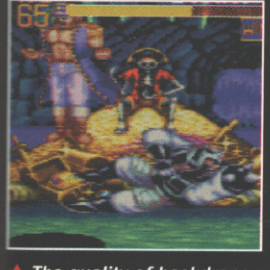
▲ Some moves cause too much damage – even on the easier levels....

▲ Most of the characters in this game don't use the usual Street Fighter moves, enjoy finding out what moves they do use.

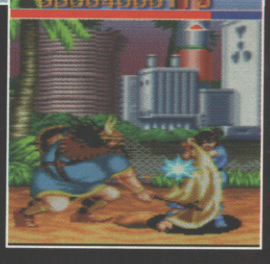
▲ This is Rasputin, who you may remember from the first game. As before, he can grow monster-sized hands and feet.

▲ As always, some characters suit long-range combat, others are better at fighting close-up. The chap shown here is actually good at both.

▲ Select the Survival Match option and try and fight against what't thrown at you.



▲ The quality of backdrops is varied and nicely drawn. There's plenty of animation and parallax, too.



There are three speed settings. The faster ones make pulling off special moves like this quite difficult as they give you less time to react. ▶

■ VERDICT

■ SNES

This conversion is actually a welcome addition to the world of fighting games. It's difficult to explain a good fighting game but it really comes down to the 'feel' of the game. World Heroes 2 just feels right: punches land with impact and the characters respond as you'd expect them to. With 16 characters there's combos galore to master – and that makes for lastability. In fact, the only real criticism is the slowish running speed.

■ DENIZ AHMET

■ GRAPHICS	80
■ SOUND	75
■ PLAYABILITY	81
■ VALUE	73

OVERALL ■

81

ALTERNATIVE

NEO GEO
■ Art of Fighting 2
■ SNK/£159.99

Possibly the best beat-'em-up money can buy. It's very tough but it looks and feels an absolute treat. Fast and smooth with sinister moves.

■ ISSUE 149: 95%

● GAME BY TAKARA ● CONTACT PLANET CONSOLES (0272 413030) FOR IMPORT COPIES.

OUTPOST

■ PC CD-ROM
■ STRATEGY
■ £34.99 ■ OUT NOW

■ NO OTHER VERSIONS AVAILABLE
■ PC FLOPPY VERSION PLANNED

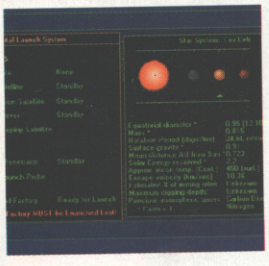
It's been a long time coming, and now it's here. To tell you the truth, we can't see what all the fuss has been about...

In the perfect world all the little bunny-wunnies would live hand-in-hand with nasty Mr Farmer and Outpost would have turned out to be a wuverly lickle game. But this isn't a perfect world. This world is populated by slavering animals, men called Brian who hang around in parks and a potentially wonderful CD game sunk by some stupid, and easily avoidable, problems.

In Outpost it's down to you to guide the last 200 members of the human race to another planet and to establish a colony for them. That, in itself, is a piece of cake. Keeping it going is the challenge – a challenge made all the tougher by one of the most user-unfriendly games in the history of everything. The interface is sluggish and the instructions unhelpful in the extreme.

◀ *As your colony expands it becomes harder to keep track of your buildings and the demands of your factories. In fact, you spend so much time keeping an eye on things that you're not really playing the game.*

▲ *The game is full of flashy rendered visuals, which are the game's main hook. Without them the desire to continue playing would disappear faster than a cake into a fat man.*



▲ *You can't help but have the feeling that if the programmers had spent more time developing the gameplay instead of the graphics, Outpost would have been a far better game.*

▲ *Keeping your colony's population happy is a hard task. But as long as you give them a constant supply of luxury goods and somewhere to hang out they'll love you for it.*

There's a text file with the game explaining how certain features, which are covered in the manual, didn't actually make it into the finished game. Rushed product possibly? You decide. ▶

COMING SOON

PC FLOPPY
■ Outpost
■ Sierra

You can expect the floppy version later in the year, although most of the rendered graphics will be missing. Hopefully, if there's time, they'll make some changes to the gameplay and rewrite the manual.

■ EXPECTED RELEASE: NOVEMBER/DECEMBER

■ VERDICT

■ PC-CD ROM

When a game fails to appear I'm instantly suspicious. Outpost contains all the flashy visuals you'd expect in a CD game, which masks the lack of playability. This isn't so much down to the design as the useless manual, which goes to great lengths to tell you about the game's features, but not how to use them. This is accompanied with an uninformative on-line help system, and it's this lack of information which ruins what could otherwise have been an excellent game.

■ MARK PATTERSON

■ GRAPHICS	90
■ SOUND	76
■ PLAYABILITY	68
■ VALUE	60

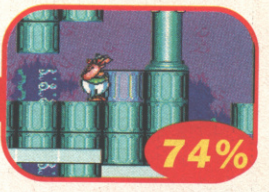
OVERALL

64

● GAME BY SIERRA ● CONTACT SIERRA UK (0734 303322) FOR MORE INFORMATION

SUPERSHORTS

The reviews page: aka the good, the bad and the downright ugly...

	GRAPHICS	SOUND	PLAYABILITY	OVERALL
FIGHTER'S HISTORY ● SNES ● £UNCONFIRMED ● NINTENDO *Generic fighting game like all the rest.*	The sprites are large and quite detailed, but the animation is useless. Plus the blurry colours uglify things a bit.	Loads and loads of speech, but the music and effects are completely and utterly dreadful in the extreme.	There are loads and loads of moves, but it's nothing you haven't seen before, and the slow controls are frustrating.	51%
SUPER ADVENTURE ISLAND 2 ● SNES ● £49.99 ● NINTENDO *Another ace platform game, if you don't have 10 already.*	Big and well defined sprites wander around a range of sumptuous backdrops. No spectacular effects till the end.	A bunch of ace samples make it a treat for the old lugholes, although a few of the tunes are a bit on the supermarket side.	Absolutely blinking huge, and very professionally put together. If you're not bored of platforms yet, seek this out.	82%
LUCLE ● GAME BOY ● VIC TOKAI ● £24.99 *Compelling Marble Madness-esque arcade puzzle thing.*	Clear looking, and it's quite clear to see where you're going, but there's no real variety between levels, which is a shame.	The music is really, really good, some of the best on the Game Boy, but it sounds completely out of place here.	If you can put up with the frustrating restarts and the big challenge, then you'll love this great puzzle challenge.	81%
WARGAME CONSTRUCTION SET 2 – TANKS ● PC ● £39.99 BY US GOLD *Involving and well thought out war-game.*	Surprisingly good for a war-game, the main screen is functional and it's spiced up by some good presentation.	Not much to write home about. This is, after all, a war-game. Some groovy music wouldn't go amiss.	One of the most intuitive games of this ilk around. If you're a wargaming fan you'll absolutely love this.	90%
THEATRE OF DEATH ● PC ● £34.99 BY PSYGNOSIS *Not quite as good as Cannon Fodder, sorry.*	Small and blocky, Theatre Of Death looks for all the world like a budget game. On the old C64, though.	OK, a little on the bland side and not breaking any new ground, but the atmosphere of death is still present.	No brains required. This is a straight-off mouse-controlled shooting experience. Which makes it rather boring to play.	63%
D-DAY ● PC ● £39.99 BY IMPRESSIONS *Clumsily handled war anniversary cash-in.*	Like most wargames D-Day is somewhat challenged in the visual dept. Small and horrible sprites a-go-go!	Like most wargames... oh I've already done that. But you get the idea. It's not much to listen to, let's put it that way.	The tactical element of the game is painfully let down by the awful Micro Miniatures Battle System.	61%
ASTERIX AND THE GREAT RESCUE ● MASTER SYSTEM● £UNCONFIRMED BY SEGA *Reasonable platformer just like the first one.*	There are some quite pleasant characters, all of which are well drawn, even if they are somewhat stiffly animated.	The tunes and effects are pretty good, although they're not great. At least they don't annoy you to the hilt.	No real difference between this and most other platfrom games. It's not bad for a laugh, but it won't amaze you.	 74%
FIFA INTERNATIONAL SOCCER ● MEGA-CD ● £39.99 BY ELETRONIC ARTS *Excellent game, but lacking in new features.*	Large, clear and well-detailed sprites proudly display some of the best animation going in a soccer, sorry, football, game.	The sampled crowd noises really do make a difference to the game, so much so that the limp effects are very disappointing.	Still ace, but this really isn't sufficiently different from the cartridge version to warrant purchase if you've already got it.	86%

LEGACY OF SORASIL

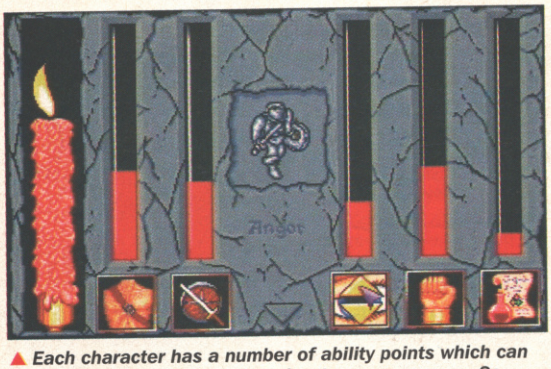
■ CD32
■ RPG
■ £29.99 ■ OUT NOW
■ AMIGA VERSION ALSO AVAILABLE
■ NO OTHER VERSIONS PLANNED

Rattle those skeleton's bones in Gremlin Graphics' latest Amiga-to-CD32 conversion...

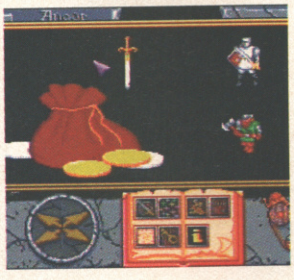
If there's one genre that rarely wins over new fans, it's probably the RPG. Generally, gamesplayers either love (and I mean really love) them or wouldn't touch them with a 50-foot barge pole, while wearing an asbestos safety suit. And it's even rarer to please gamesplayers with a game that combines two different styles. All credit to Gremlin then for coming up with a highly enjoyable RPG-cum-arcade game.

Although offering nothing new, Legacy of Sorasil is very smartly put together indeed, and what's most refreshing to see in an RPG is humour, which is hard to ignore when two of the leading characters are called Angor the Barbarian and Calorflame the Cleric!

▼ *New to the CD32 version is some brilliant digital sound FX. The roar of a creature dying is now enough to send shivers down your spine, they're that good.*



▲ *Each character has a number of ability points which can be added to them before the adventure commences. So while Ravenslock the wizard has a brilliant mind, his body is a bit feeble so it's probably a good idea to boost that rating.*



◀ *Oh dear, one of the characters has died and gone to RPG heaven. Thankfully their equipment stays where they fall so if you have any remaining characters they can pick it up.*

Ouch! Don't think that traps only work once. You can keep walking over them despite the fact that the characters know where they are once activated. They're not very clever these warriors, are they? ▶

▲ *There's a lot of dungeon tomfoolery to plough through, so it's handy the walls dissolve where your character is standing which makes keeping track of them and what's in the corridors a lot easier.*

◀ *Control of the characters is achieved by the use of icons, all of which are dead easy to use.*

■ VERDICT

■ CD32

RPGs aren't my favourite genre, but Legacy warmed my cockles when it appeared on Amiga and I was happy to have another look. There's no difference in the graphics and gameplay, but the sound has been improved with some realistic spot FX and tons of brilliant classical music pieces. Slap on the wrist for not making more use of the CD, after all massive RPGs seem to be made for the CD format. Overall though, it's still a classy product.

■ RIK SKEWS

■ GRAPHICS	81
■ SOUND	94
■ PLAYABILITY	84
■ VALUE	84

OVERALL ■

85

ALTERNATIVE

A1200
■ Liberation
■ Mindscape/£34.99
Along with any Zelda game, this is about the best RPG going and a good enough reason to go out and buy a CD32. Probably.
■ ISSUE 150: 92%

● GAME BY GREMLIN GRAPHICS ● CONTACT GREMLIN GRAPHICS (0742 753423) FOR MORE INFORMATION

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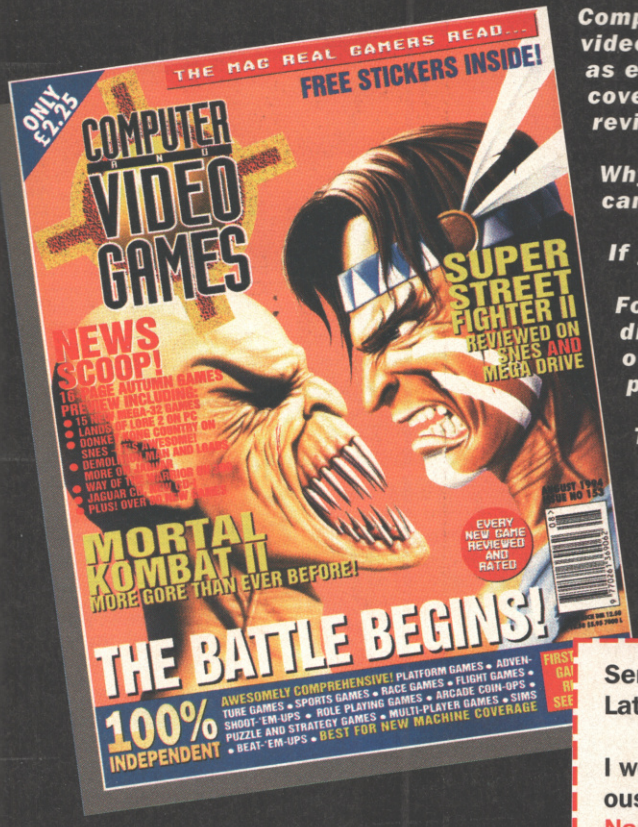

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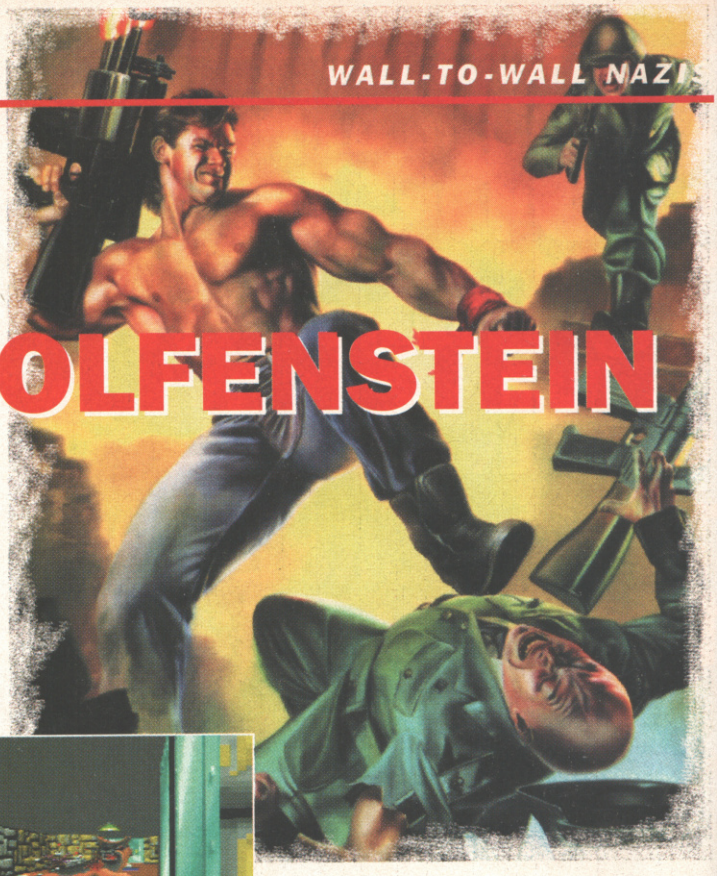
WOLFENSTEIN

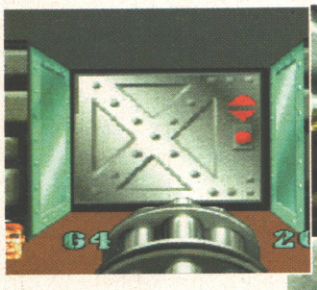


While every Jag owner waits impatiently for Alien Vs Predator and Doom, Atari gives you the game that started the craze for 3D carnage...

Once in a while a game comes along that takes a completely different graphical approach to things. Wolfenstein was such a great game on the PC, it shifted full-screen, 3D textured graphics with speed and smoothness that had never been seen before. Since then, Doom has come along and achieved something very exciting with the genre, and its success has bred countless clones.

For the Jag, Atari has essentially ported over the PC version, jazzed up the graphics on the enemy opponents and speeded the whole thing up (which actually meant slowing it down on the Jag), especially when you compare it to the PC version. What the game involves is dashing around huge mazes in search of a lift to the next one and in the process having a wacky time blasting humans and animals with collectible weapons. It's simple we know, but is it enough to please? Read on and see.

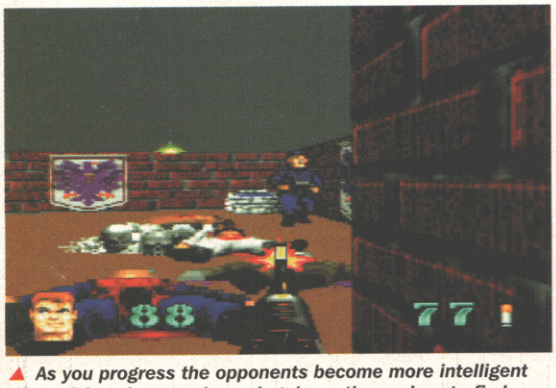
▼ *Dead opponents actually have a use because you can see where you've already visited in the game.*



▲ *Here's the lift which marks the end of the level. Finding this is always your objective. Other types of special doors include those you need to find keys for.*

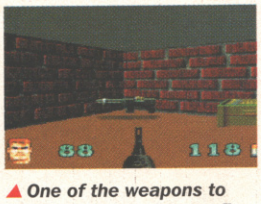
▲ *Here's one of the bosses who are always really hard to kill if you haven't got a decent weapon. Shoot and run is the best tactic to use.*

▲ *Run out of ammo and your character pulls out a knife, which means you have to get involved in close range combat, which if it doesn't go as planned will endanger your health, permanently.*



▲ *As you progress the opponents become more intelligent often giving chase and opening doors themselves to find you.*

In deeper stages shooting alerts the enemy to your position. When approaching a door shoot at it first and if you hear the enemy chant ◀ *you'll know they're there.*



▲ *One of the weapons to pick up to upgrade your firepower.*

ALTERNATIVE

SNES
■ Wolfenstein 3D
■ Imagineer/£45.99

It's exactly the same as the Jag version but obviously a lot slower, and close-up the enemy looks terribly blocky. Not so much blood either.

■ ISSUE 145: 80%

■ VERDICT

■ JAGUAR

Wolfenstein IS a good game, and it offers one of the best examples of mindless carnage and exploration you'll find. The whole appeal of Wolfenstein when it originally appeared on the PC was its use of fast full screen 3D graphics. This Jaguar version is faster and smoother than the best PCs on the market – however this uses so little of the Jaguar's processing ability that ultimately you can't help asking for more of the game.

■ DENIZ AHMET

■ GRAPHICS	71
■ SOUND	67
■ PLAYABILITY	78
■ VALUE	60

OVERALL

77

● GAME BY ATARI ● CONTACT ATARI (0753 533 344) FOR MORE INFORMATION

IT'S HERE! AND IT'S HOT

JAGUAR OFFICIAL UK PRODUCT

Look out! There are some stray cats coming into the country! Some USA Jaguars have been imported into the UK unofficially. This imported product has been manufactured for America and is not compatible with UK Jaguar equipment. Look out for the UK sticker above on the Jaguar products you buy. This will ensure it is official product and will work properly in the UK.

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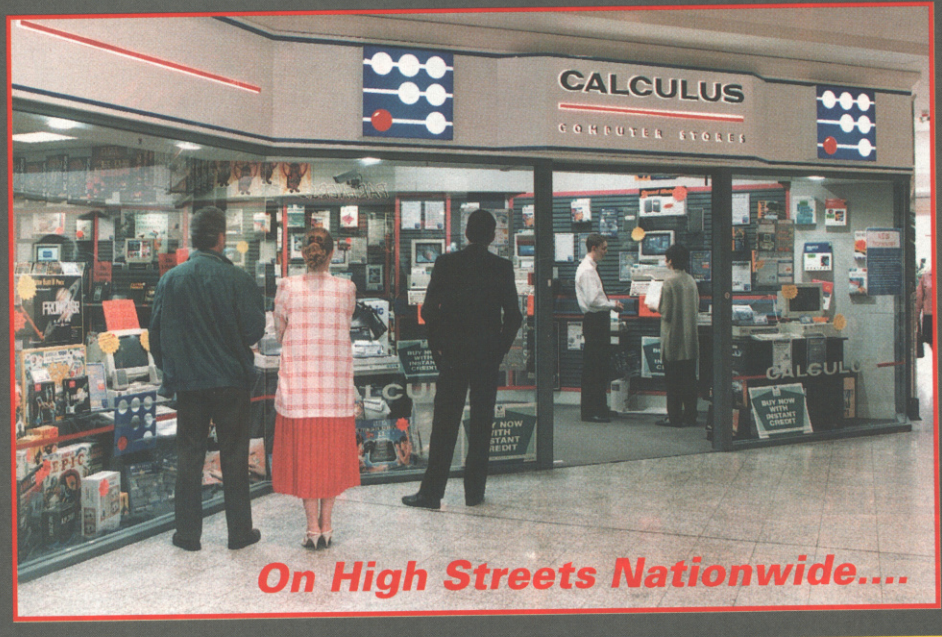

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YOB'S MAILBAG

SPPPLLLAAAAATTTT! Is it a turd? Is it a brain? No, it's another refugee making his mark with a sad, soggy mess disguised as a letter to YOB'S MAILBAG, the end of the line for literature and the centre of all games glory in the universe. This is the place you'll find all the wisdom you need when it comes to games, with a few sad gits put down with my legendary charm. If you think you're tough enough to match the wisdom on these pages, or you just want to know about games, you've come to the right place. Fire your slightly stupid and rather appalling efforts to: I KNOW I'M NO BETTER THAN A BOTTOM BURP, BUT PLEASE DELIVER ME ANYWAY, YOB'S MAILBAG, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Remember, there's ONE HUNDRED POUNDS for any letter worth a Frenchman's fart, and a kick in the canaries for the rest..

I JUST CAN'T SAY NO

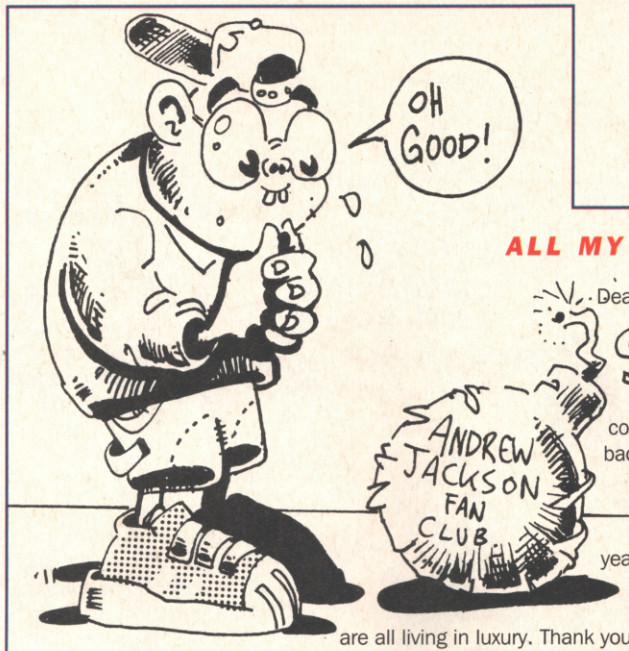
Dear YOB,
Wouldn't it better if all the big games companies agreed on a standard games writing system? Then companies could concentrate on producing bigger, better and cheaper games instead of porting over half-a-dozen versions of the same one.
SEAN O'REILLY
Wicklow, Ireland

YOB: Most of us live in The Real World, where all your super-chummy games companies want to grind one another into the dirt and make millions of pounds all to themselves. If everyone made variations of exactly the same games machine, everybody would have a tiny slice of the market and nobody would make any big money. As a result they'd have no cash for research and development, and we'd be stuck with the same outdated technology, and the same tired old games for decades. I'd rather see hardware and software companies fighting tooth-and-nail for my cash, providing the best games and machines and keeping the technology moving. In fact, the Japanese tried to come up with a standard games machine called the MSX 10 years ago. It sank without trace, and good riddance to the bloody thing. In my book there's nothing like a good scrap, and there's going to be one hell of a fight in the near future. Sit back and enjoy it!

I LIVE IN A SAD COUNTRY

Dear YOB,
I have just bought a 3D machine. I love it and I thi it's the best. Please can y tell me a few games th are coming out on t 3DO? I have bought yo magazine since san tions were lifted and think it's the best heard about that £1 you are giving awa Boy, aren't these rou times in South Africa so plea could I have them?
GIANLUCA MUGNAIONI South Africa

YOB: I'm afraid that pounds sterling isn't the nation currency in South Africa, so there's point in me sending you the money no is there?



HELP! I'VE FORGOTTEN WHAT MY BRAIN IS FOR...

Dear YOB,
New Zealand is five months behind England in getting CVG so could you please send me the latest issue so I can show it off to everyone and become a national celebrity?
AARON ROBERTS
Auckland, New Zealand

YOB: I thought being able to write was enough to qualify you for that.

ALL MY FRIENDS BULLY ME

Dear YOB,

I am from the Official YOB Fan Club. It has been running for three years and already has 239,000 members. Membership costs £500 per year and that gets you a crappy pin badge, some stickers and a membership card. If you are wondering when you authorised us to use your mighty name it was in a previous life when you were a frog. Over the last three years we have monitored your every move, including all your steamy passionate sessions with Sadie. Our yearly turnover equals £120 million and we are all living in luxury. Thank you for making us rich.

ANDREW JACKSON
Stratford Upon Avon

YOB: Would anyone like to join the Andrew Jackson Fan Club? It's currently got no members and membership is one slow fart per year. For that you get nothing at all, except the satisfaction of knowing that Andrew Jackson will never bother you again. I'd like to enrol as soon as possible, and I'll be forwarding an envelope with my first five years' subscription inside. Careful how you open it...

HOW DO I GET RID OF UNWANTED HAIR?

Dear YOB,
Excuse the handwritghfle. I'm not going to insult you because where I come from (South Africa) people don't exchange insults, they exchange bullets. So, answer these questions or prepare to join Richard Nixon.
ELIAS SCAFIDAS Athens, Greece

YOB: I've got some news for you. South Africa is at the bottom of a very big continent. It's not some crappy old town bolted on to an even crappier country where busloads of sad tourists gawp at a pile of old rocks and people in sandals wander around flogging bits of old tat to make up for the fact that their team were crap in the World Cup.

1. What is Juice Mode in NBA JAM?

YOB: It's a special mode in which all the players turn into exotic fruits.

2. Don't you think NBA JAM is cool?

YOB: Isn't that a rather ridiculous question?

3. In the Arcade Charts in Issue 150, it says: 'NBA JAM Special Edition.' Is this new? What is the difference between this and the normal version?

YOB: It's a sort of sequel to NBA in the arcades, specially programmed to allow proper Tournament play.

4. Which is your best PC CD-ROM game?

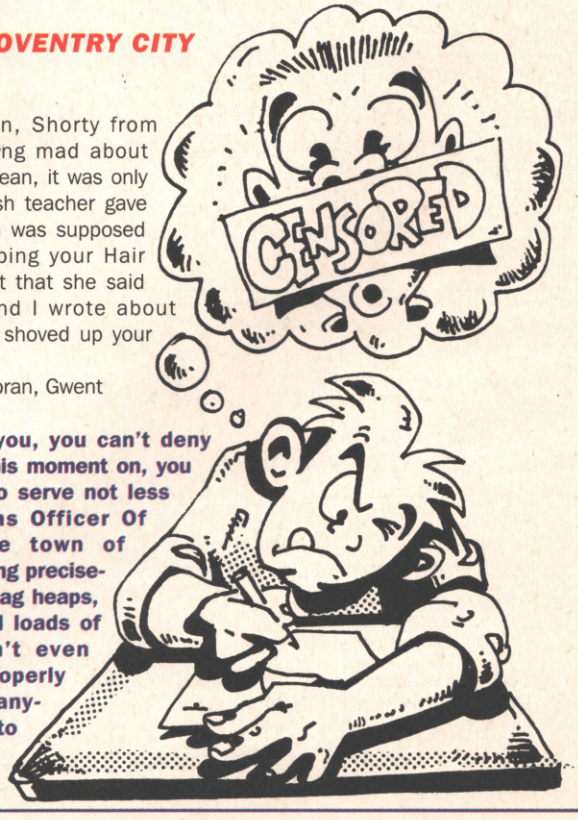
YOB: Probably Myst.

5. Who do you prefer: Claudia Schiffer or Cindy Crawford?

YOB: Depends who's got the most money.

I SUPPORT COVENTRY CITY

Dear YOB,
Yes, it's me again, Shorty from Cwmbran. I'm going mad about Mortal Kombat. I mean, it was only yesterday my English teacher gave me an essay which was supposed to be about Combing your Hair Back, but I thought that she said Mortal Kombat and I wrote about having your testies shoved up your nose by Baraka.
DAVID SHORT Cwmbran, Gwent



YOB: I did warn you, you can't deny that. Now, from this moment on, you are condemned to serve not less than 20 years as Officer Of Tourism for the town of Cwmbran, explaining precisely why a load of slag heaps, a bit of slate and loads of people who can't even speak English properly have ever been anything worthwhile to the human race.

I HAVE AN EMBARRASSING ITCH

Dear YOB,
I can't get Toad or Koopa to go round corners without skidding. Can you help me?
ADAM MILLER High Wycombe, Bucks

YOB: Eat more fibre, change your underpants regularly and try not to get so excited.

MY POEMS ARE CACK

Dear YOB, Here is a poem for you. It is called The Dead Aardvark...
One day I went to the dump
I saw a dead Aardvark, it was dead flat
It had tyre marks on it, I called the doctor
He said it was dead I agree with him.
Pretty good, isn't it? The moral of the poem is: please put more Amiga stuff in your mag.
SHAYNE FOTHERINGHOME (BEANS)
Gingin, Western Australia

YOB: Here is a poem for you. It's called 'Another Bloody Australian — When Will We Be Rid Of Them?' It goes like this...
Sad Shayne wrote a poem, a little Aussie farce,
YOB told the lad to take his rhyme and shove it up his...

CRAWLY GEEK

Dear YOB,
I've written to you because I admire your style of cussing people. You are the YOB of all YOBs. I would appreciate it if you could tell me the basics.
SIMON ROSENBLATT
London NW4

YOB: The First Rule Of Insults is to make sure you're not a crawly geek with a name which sounds like a two-day old curry rattling the pan on its way out.

WHY DO I FEEL SO ASHAMED?

Dear YOB,
I am going to tell you something which will offend console owners. Eighty per cent of the greatest games on earth start off on the Amiga and the PC. I could name loads of examples: Sensible Soccer, Lemmings, Cannon Fodder, Doom, Wolfenstein, Jimmy White's Snooker, the Turrican series, Pinball Fantasies, Monkey Island, F1 Grand Prix (Geoff Crammond), Speedball 2, Another World, I could go on forever.

What have consoles got without a couple of fancy custom chips and games like Mario and Sonic? Here's another thing: all the aforementioned computer games seem to work best in their original format. If the Amiga didn't suffer from the piracy problem then it would have been bigger than the Mega Drive and SNES combined and maybe stayed around a great deal longer.
NAV Laytonstone

YOB: Saddo alert! Here's a poor, confused soul trying to justify some sort of superiority for his machines by claiming they've got the best games. Now where have I heard that one before? It's true that the PC, and particularly the Amiga, are responsible for SOME of the most original games ever written. However, you can claim this for any machine you care to name. The bloody old Spectrum spawned Manic Miner, a game to which every platform game owes homage. And that game itself was inspired by Miner 49er on the Commodore 64! Going further back than that, I can remember a 3D maze game on the Commodore Pet which wasn't very different in concept than Wolfenstein and Doom!

The fact is that great games are developed on all machines, and they inspire programmers to produce bigger and better ones on bigger and better machines. So claiming that the Amiga and PC are somehow 'better' than the others only makes you sound like quite a sad man. Of all the whingers who write in to me, I've never heard anyone complain that there are too many good games.

HOW CAN I STOP BEING SO SAD AND ASKING IRRITATING QUESTIONS?

Dear YOB,
Please print this letter so that other gamesplayers can see what a wise move it is to buy an arcade machine. It surely must be every gamesplayers' ultimate dream to own an arcade, and after the May issue with the feature on arcade machines I decided to buy one – mainly because I'm fed up with upgrading my console.

After selling my Super NES and making a few pertinent phone calls I bought a three-button machine with Final Fight for £150! I was not disappointed. Anyway, please could you

CAN ANYONE HELP ME?

Dear YOB,
I will start my letter by saying that you are a joke! You act all hard and get this sad loser 'Stuart' to draw sad cartoon pictures of what you would like people to think you look like - shooting people or beating them up. (Don't try printing anything about Stuart being really hard and that he's going to attack me because you're full of it and I don't care!) I can just picture you in my mind right now. You're an overgrown six-year-old with an under-average IQ, blonde curly hair, freckles, pink rimmed glasses and a red bow tie! Why do you act so sad? Did your parents abuse you? Now that I've told you what you really are, try to answer my questions to prove you're not a complete and utter prat.
1. Why is Streetfighter so unoriginal, with all its stupid versions, and why are most of your readers so obsessed with it?
2. If Neo Geo games were as affordable as Mega Drive and SNES games, would they be as popular? (Of course they would.)
3. Why is CVG going along with this 'Jaguar is the best' business? Can't you see all this 64-bit crap is a gimmick?
ANTONY JONES
Chelmsford, Essex
PS Jaguars are crap! I'd rather own an NES.
PPS If you don't print this letter I'll publicise the fact that you can't take the TRUTH!

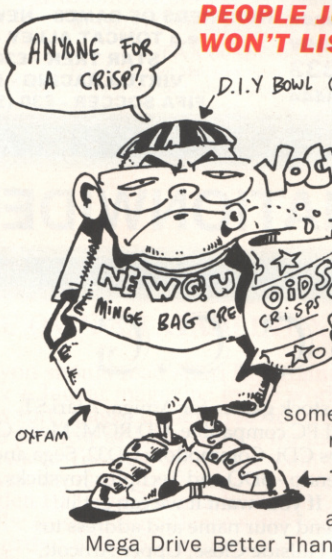
YOB: Hello, Marwell Zoo? You know you've got that smelly old orangutan that's in desperate need of a mate? I've got just the bloke for you – Antony Jones from Chelmsford. Oh, she's turned him down once alr- eady? Sorry to trouble you, I'll try Jersey instead.

EVERYONE LAUGHS AT ME

Dear YOB,
I'm a small offensive turd called Shorty from Cwmbran and...
DAVID SHORT
Cwmbran, Gwent

YOB: I've decided to terminate the remainder of this letter on the grounds that prolonged exposure to its contents could result in mass hysteria and acute stupidity, as prohibited by the Dangerous Letters Act of 1983. I have to warn you that a repeat offence will carry the severest penalty known to the law...

PEOPLE JUST WON'T LISTEN TO ME



Dear YOB,
I was sitting in my bedroom reading CVG and I turned to your Mailbag and read some letters. All I read was a total load of cobblers about Is The Mega Drive Better Than The SNES? I looked at my Spectrum and wondered why people need these expensive consoles when they could have just as much fun playing on something like my computer or maybe an Acorn Electron. Who wants to play Desert Strike, Alien III or Mortal Kombat when they can play PacMan or Space Invaders? I think all the people who spend their money on crap games are sad, sad people - just like you, YOB.
JOE BOURNE Newquay, Cornwall

YOB: I was sitting in my cardboard box underneath the flyover and I turned to my Mailbag and read your letter. All I read was a total load of old cobblers about sad and outdated computers from a miserable little miser who doesn't understand the meaning of the word 'fun'. Still, if all your neighbours are retired old farts creaking around a seaside town I suppose some of it is going to rub off on to you.

answer these arcade-related questions:
JACK PANTON
West Liss, Hants
1. Is it possible to buy Jamma-compatible Neo Geo games?
YOB: 1. Oh yes it is. Give one of the arcade distributors a quick call and they'll probably sell you the relevant kit that you'll need.
2. Do Sega games such as Arabian Fight work on normal arcade machines?
YOB: Some of the older Sega games will work, but many of them – and all the latest ones – used custom chips and boards, making compatibility very difficult.
3. How long do you think the standard arcade machine will last? Thanks for your time and such a fabby mag?
YOB: There will probably always be a market for them. Arcade owners see interchangeable cabinets as a low-risk option, so they'll keep installing new games on to them.
As long as the demand is there, the games will keep coming. We've got one in the office, and bloody handy it is too.

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WH SMITH

HOT GAME OF THE MONTH

"**Seven** years on and Tetris 2 is here, so what's new? The gameplay's essentially the same (if it's not broke, why fix it?), but this time there's different patterned blocks that have to be matched up before they disappear. A number of patterned flashing blocks at the bottom of the screen also have to be got rid of. It's a good idea to make these your priority before the screen starts filling up.

And to make everything that little bit harder, some random blocks have already been deposited on the game screen before you start, whilst the blocks that fall down are much more irregular than before. Trust me, it's much easier and fun to play than it is to describe!"

Rik Skews

84% COMPUTER AND VIDEO GAMES

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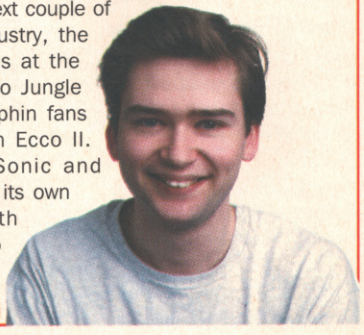
BIG EDS

THE EDITORS OF BRITAIN'S BEST GAMES MAGAZINES TELL YOU WHAT TO LOOK OUT FOR ON THEIR SPECIALISED FORMATS...

ANDY McVITIE, EDITOR OF NINTENDO MAGAZINE SYSTEM

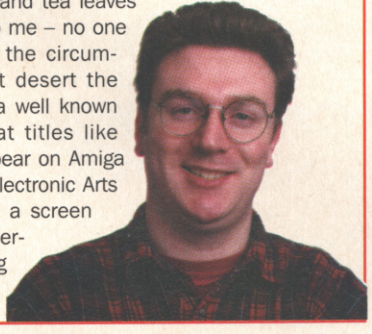
It's been quiet on the Nintendo front lately, but rest assured this has nothing to do with the lack of quality software around. Quite the reverse; it's merely the calm before the storm – and what a storm it is set to be! The big game that is bound to set everyone's pants alight is, of course, Donkey Kong Country. This is going to be the biggest game this year. Also keeping our thumbs warm at night this month is the still brill Stunt Race FX, Mortal Kombat II and Konami's ace new platformer, Sparkster. Now who said it was going to be a quiet summer?

RICHARD LEADBETTER, EDITOR OF SEGA MAGAZINE



There's a veritable avalanche of exciting new projects coming your way over the next couple of months. Just like the movie industry, the Sega market is well into sequels at the moment: Urban Strike, sequel to Jungle Strike looks excellent, while dolphin fans should be well catered for with Ecco II. However, the best news is Sonic and Knuckles – an excellent game in its own right, but also compatible with Sonics 2 and 3 – enabling you to get even more fun out of your library of old Sonic games!

ALAN DYKES, EDITOR OF CU AMIGA



Well, I've tried everything. Reading chicken bones and tea leaves was no use, even the Financial Times couldn't help me – no one knows what's happening to Commodore. Under the circumstances I'd expect software companies to start desert the Amiga, but they're not. In fact, happiness is not a well known brand of cigar, it is the certain knowledge that titles like Dreamweb and Cyberwar are still scheduled to appear on Amiga and CD32, while Ocean will soon launch a ton of Electronic Arts titles, including Jungle Strike and Shaq Fu on to a screen near you. In the meantime watch out for the wonderful Theme Park, Kid Chaos and a rather intriguing adventure from Core Design – Universe.

DAVID UPCHURCH, EDITOR OF PC GAMES

There's been the barest trickle of new releases from the software houses this summer, of which only a few – FIFA Soccer, TIE Fighter, Theme Park – have been particularly noteworthy. Subsequently industry pundits have been busy trying to predict the 'next big thing'. As Doom fever continues, most reckon its sequel, Doom 2 (surprise, surprise), will clear up when released in a month or two's time. Maybe, but I've not seen anything yet to persuade me that it's not a jumped-up data disk. My money's on DID's Inferno – a stunning 3D space epic – and Dark Forces, LucasArts' Star Wars-themed Doom beater (see page 60). Place your bets...

STEVE JAMES, MANAGING EDITOR OF CVG

This month sees the official launch of the Panasonic MultiPlayer and the Jaguar; at long last things are moving in the hardware market. And with the launch of Mega Drive 32-X later this year and the Sony PlayStation, Ultra 64 and Saturn in '95 (check out the screenshots in our eight page feature, starts page 20) there are great times ahead. All of this is very welcome news and will have the software industry gearing up and a-raring to go with some brand-new, powerful software for you to play. Don't get me wrong, a few more games like Donkey Kong Country (see page 36) could sustain 16-bit for some time to come– but it'll pale beside the first set of games on the Ultra 64.

HELP!

Right, you want answers about your gaming hardware and software? Well you got it, after all you can always change your magazine to CVG magazine...

The Supergun is your best bet if it's arcade classics you're after.

JAMMIN'

1. I have £250 to spend on a new machine; I want something more powerful than my Mega Drive, which I share with my brothers. Any ideas?
2. I'm torn between the PC Engine GT and the Supergun. Power handheld gaming and a sizable library of decent games, or arcade classics on tap in my bedroom?
3. Will SNK titles like Fatal Fury 1/2/Special be available on either of these systems? And what about World Heroes 2 Jet? Or Samurai Showdown?
4. Will I be able to play games like T2 Judgement Day, Star Blade and other first-person perspective FMV/Polygon shoot-'em-ups on the Supergun.
5. Though I'm a fairly knowledgeable gamer, I have not seen many different arcade games (only the usual SFII, Virtua Racing); are there any Printed Circuit Boards (PCBS) that I should look out for? Please remember I have a limited budget.
6. Are the Arcade Power Base and the Supergun the same? If not, what are the differences, and which is the better machine?
7. What is the difference between the Supergun Deluxe (£159.99) and a plain Supergun (£99)?
8. What is a swivel joystick? Can I use it for games other than Ikari Warriors? Is it any good?

NO MAN, NO WHERE.

1. As you've already got a Mega Drive, the Mega Drive 32 seems like a good bet, especially if it comes in at the expected £150 price mark. This should leave you with a few quid left to spend on games. Failing that, how about a CD32? At under £250 it's a bargain with a great variety of cheap and quality games.

2. Despite being an excellent machine the PC Engine GT has only really ever managed to crack the Japanese market. It's knocking on a bit too these days, and you'll always have to pay more for games since it's an imported machine. Superguns are relatively cheap, but unless you're interested in older PCBs the newer ones can work out very expensive. For instance Mortal Kombat II is around £1,200 at the mo. Also remember that you need space to store them, and unlike carts they need a lot of tender loving care. Still we reckon you'd be better off with a Supergun as you're likely to get more out of it in the long run.

3. There's no reason why they shouldn't eventually be available on both machines.

4. T2 yes, but would you want to play without the gun! Starblade isn't Jamma compatible though. You'd need an extra connector called a loom. Chat to Hearts Leisure on 081- 889 0811 for more information.

5. It's difficult to say because you don't specify your tastes. However genres like beat-'em-ups and racing games are a safe bet because they're different every time you play. You'd be lucky to pick up anything decent for under £60-£80. About £100 for a golden oldie is fairly standard.

6. Yep, they're the same.

7. About £60 by our maths. But seriously, though, the basic Supergun model comes with everything you'll need to get those arcade classics up and running, so why spend more?

8. Yes, other games like Midnight Resistance use it too. It's good for these but it's no use for games that don't make use of its more accurate control ability. You can use Ikari Warriors without a swivel joystick, but you won't be able to move the gun into so many angles. Expect to pay about £70-£80 for one.

GAME TIPS

AMIGA

HEIMDALL II

Just imagine a game like Heimdall II without any walls – it would be doddle, wouldn't it. Unfortunately we don't have a cheat for that, so instead we give you a 57-point plan for completing the game.

1. Get the Circulet from the hut which looks like a storeroom in Rurik's village. It's in the box at the back of the room.

2. Talk to Rurik

3. At Eadric's village give Eadric the circulet

4. Now go to the pub for more information about the quest

5. Back in Rurik's village visit Rurik and give him the letter from Eadric.

6. Rurik should give you a pass for the king's Castle

7. Give the pass to the guard at the castle

8. Try and talk to the servant girl to find out what to do next.

9. Now find the room with the picture that watches you

10. Walk up to the picture and press FIRE to open a secret entrance

11. Go inside the bedroom and press the bedpost button to reveal a signet ring in the wall. Then take it.

12. Give the ring to the guard

13. Kill the Hakrat and then take the letter from the King's brother.

14. Give this letter to the King. His advisor will go away and the force shield at the top of the stairs will vanish.

15. Next, fire arrows into the three holes to make the missing floor appear.

16. Go get the first piece of Ro'Geld the Skull.

17. Go to the fisherman's hut and press fire in front of the cupboard to release the fisherman.

18. Go to Loki's shrine and save the fisherman's daughter. She'll give you a Talisman which opens a portal to the next world. Now go back to the hall you started in.

Utgard: Dwaeven Isle

19. Talk to the dying man on the battlefield. Shoot an arrow into the circle of fire to enter the half-world. Go back to the man and speak with him again. Shoot another arrow into the circle to exit the half-world. Take

WHICH ONE FOR WORDS?

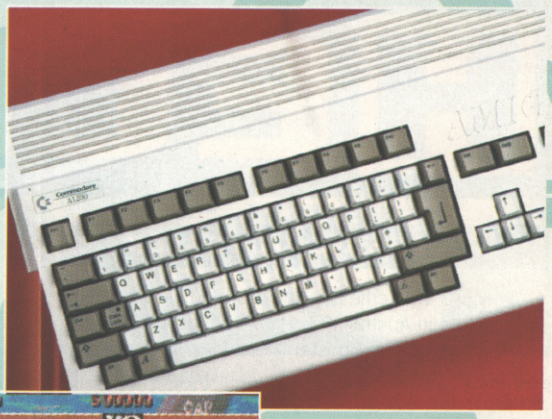
My dad said I could have a new computer, and he is willing to spend up to £500 on a machine. I'm looking for a computer that is capable of playing games and running decent word processing programs, but I don't need something that's state-of-the-art. I've seen the Acorn 3010 and am thinking of asking for that – so I have some questions on it:

1. Would it be OK for my needs, remember I'm only 14 and don't need anything too wonderful?
2. What's the software for it like, including games?
3. Is it PC compatible?
4. How much can I get one for?
5. Are there any other computers out there that would be more suitable for me?

I would be very grateful if you could answer my questions. At the moment I'm stuck with an Amstrad CPC 6128

Richard Mansfield, Essex

1. Yes it's fine for your needs but bear in mind that the standard package doesn't come with a printer.
2. Educational and utility programs for the Acorn, like word processors, are on the whole of a good quality. After all it is used in most of the secondary schools in England! Most of the games *stink* big time though, and there's little chance of getting conversions of any 'big name' games like Street Fighter II for instance, because there just isn't the installed user base in homes to make the availability of such games commercially viable.



If you're after a computer that can do all the serious stuff, plus play loads of games, then the Amiga is it.

The good thing about the Amiga is that arcade games like Street Fighter II are available for the machine.

3. The 1mb A3010 isn't PC compatible but the more expensive machines in the range have PC emulators (ie the Learning Curve 2Mb A3010 package at £750) included in the software package.

4. The basic 1mb A3010 package (the Action Pack-includes word processor, couple of games and the usual gumph) is £399. Add about £250 for a printer.
5. The Amiga A1200. About £300. Buy a Panasonic printer (£200 and upwards and it comes with Wordworth, an excellent word processing package. The Amiga has an awesome and extensive range of games too.

THE HELP! LINE

This is your magazine, so if you've got a tip or query about a game why not phone it in to the CVG! Help Line. It's open from Friday afternoons right the way through to Sunday evening. All you've got to do is phone 071-972 6720 and leave your message. That's all there is to it so get cracking and remember there's a software prize on offer for any stupendously excellent or unique tips.

the dying man's armour and put it on. You can now enter the castle.
20. Give the king the letter from the dying man. He'll give you another letter.
21. Take the rainbow ring from the table.
22. At Giant's Isle go to the Ice God's room and fill your flask with water.
23. Go to the Fire God's room and throw the water on the fire.
24. Go back to the Ice God and then cross the bridge.
25. Throw the rainbow ring into the sphere of light.

26. At the Giant's HQ push over the candle and take the Talisman. Go back to the hall of worlds.

Utgard 2

27. On the Lost Clan Isle push the piece of bread over to the rat who will open the cell for you.
28. Give the letter to the Dwarven King. He will then give you another letter. Go down the steps and take the second piece of skull from the skeleton. Go back to the hall of worlds.
29. Now go back to UTGARD 1 and give the King the letter. He will give you a Talisman for Her'Ker'yn. Go back to the hall of worlds.

Her'Ker'Yn

30. At Druids' Grove speak to the druid and go into the map screen.
31. In Dakta Village kill the Dakta inside the armoury. Speak to the man who is making a sword. Take the sword.
32. Kill the Dakta inside the pub.
33. Kill both of the Daktas in the room and then go back to the map screen.
34. At Dakta HQ jump down past the spikey

HELP!

AUSSIE QUESSIES

1. When will the Game Boy 2 be released in Australia?
2. Which is better, Booster Boy or Handy Boy?
3. Is the Pro Action Replay worth buying?
4. How much is a Pro Action Replay for Mega Drive and Game Boy?
5. Will there be a Sonic 4?
6. My sister wants to know if there will be any more girl-based games on Mega Drive or Game Boy. She has The Little Mermaid and is hoping Beauty and the Beast will be made into a game.
7. Every year in your magazine could you rate and review every new system out on the market?
8. Is the Saturn 64 or 32-bit?
9. If you had a Mega Drive and a Mega-CD, could the game makers make a game which has a CD and a cartridge, making the game 48-bit?
10. You gave Sonic Spinball 73% but it was in the top 10 for a few weeks. Why?
11. What are the top five games CVG recommends for Mega Drive and Game Boy?

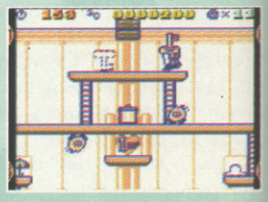
Scott Gordon, Australia

1. We guess you mean the Super Game Boy and it should be out around September, this may slip to nearer Christmas though.
2. We reckon they're both OK, and there's not much in it, so take your pick.
3. Yes.
4. The Mega Drive one is £49.99 while the Game Boy product comes in at a bargain £19.99
5. Oh yes and quite soon from what we've been hearing. See News pages.
6. Looks like it's your sister's lucky day. Tell her to watch out for Beauty and the Beast from Virgin, and there's a Barbie game coming out on the Game Boy around September. Check out issue 150 (page 10) for more information.
7. We already do. Comprehensiveness is our middle name.
8. 32-bit.
9. Er, no. Apart from anything else can you imagine how expensive a game would be if they came on both cartridge and CD?
10. We don't believe the hype basically.
11. We reckon the five most essential games on the Game Boy at present are: Wario; Kirby's Pinball, World Cup Striker, Konami's Golf and Donkey Kong '94. On Mega Drive: FIFA Soccer, NBA Jam, PGA European Tour, Sonic 3 and Pete Sampras Tennis.
By the way, cheers for the cheats!

GAME BOY STUFF

1. Will I be able to play old Game Boy games on the Super Game Boy or just the new ones like Donkey Kong '94 that you mentioned last month?
2. Can I use my SNES pad, or will I have to play the games via my Game Boy?
3. Does the Super Game Boy do anything else?

SNES junkie, Aberdeen



1. No you can play the lot. Existing games will only appear in four colours, while the new ones like Donkey Kong '94 will have up to 13.
2. You use your SNES pad.
3. You can actually paint on the screen Mario-paint style while you're playing. It sounds crap but it should allow you to write codes on the screen if you can't find a pen and paper; dead handy!

With a Super Game Boy you can add up to four colours to your existing Game Boy games.

GAME TIPS

ball and go to the alcove where you must press the switch on the wall to make the steps appear.
35. Go into the room that contains a pile of gold and press fire in front of the map on the wall.
36. Kill the mirror reflection of yourself. Kill the Dakta and take the Talisman.
37. Get across the tiles by using the clues from the scroll.
38. Shoot the arrows into the mouths and take the third piece of skull. Go back into the hall of worlds.

Talker'Yn

39. This is the hall of gods. Go into the death goddess' room and kill Heimdall and Ursha by walking into the statues. Walk into the light that appears on the wall. Take the crown and the holy symbol. Walk out of the room to bring the characters back to life.
40. Go into the Judge God's room and place the crown on to his head. You will now be judged. Take the holy symbol.
41. Go into the Air Goddess' room in the clouds. Walk into the lightning and teleport. Take the shield, armour and helmet. Discard the helmet in the main room and the bridge will then appear. Take the holy symbol.
42. Go into the God of Weak's room and kill him and the other man before then taking the holy symbol.
43. Go to the Light Goddess' room, then make your way across the tiles and take the holy symbol.
44. Go into the Nature God's room and take the

THE WORRIED AMERICAN

1. As I skimmed the pages of this periodical I noticed the ads for the Amiga and their 2 megs of RAM. Wow! 4 megs of RAM is standard over here and the new 486 DX 4s have 8 megs while the Pentiums have 16! Why does the Amiga have so little memory?
2. The CD-i version of 7th Guest looks just the same as the PC version. The CD-i was supposed to have revolutionised CD gaming! What's going on, I don't understand?
3. Is 3DO 64bit?
4. What is the RAM size for 3DO and Jaguar and how fast are their CPUs?
5. Will the Jaguar come out with a CD extension?

The Worried American

1. Despite only having 2 megs of RAM and a clock speed of 14 Mhz the Amiga 1200 has custom hardware and, more to the point, a much more efficient operating system than the ancient PC system which allows it to run as fast as a 386. And remember that it's a hell of a lot cheaper too.

The PC might be a more powerful machine, but remember that it costs a bomb and a lot of power is lost in the hardware and software having to be compatible with ancient standards. Anyway, RAM size is no indication of quality. My (that's Rik Help! trivia fans) all-time favourite game is Paradroid on the C64 and that fits quite comfortably into 38k on the good old C64.

2. The Philips CD-i version may look the same, but it is a lot smoother than it is on the PC. The CD-i is a very capable machine, but it's still waiting for some revolutionary software!

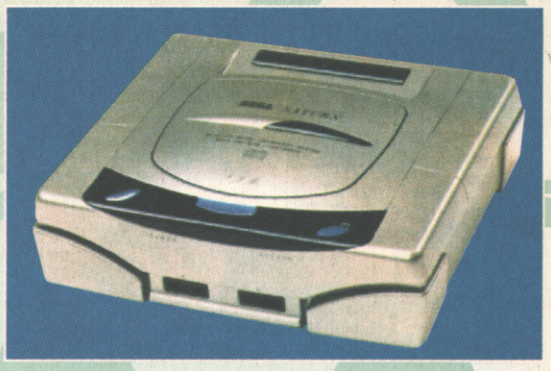
3. No, it's 32 bit.

4. The 3DO has 3Mb of RAM (when launched here it's rumoured that it may have 4Mb) and its CPU is a 32-bit ARM RISC processor that runs at 12Mhz. The Jaguar has 2mb of RAM and its CPU is the trusted 16-bit 68000 which runs at 13.3Mhz.

SATURN MEGA-CD?

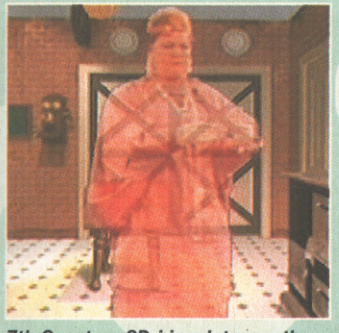
I was wondering if the Mega 32 would convert both the Mega Drive and Mega-CD so that the Mega-CD can play the new Saturn CDs! Any ideas on whether this is possible?

Matthew Stone, Dagenham



Saturn CDs won't be captible with the Mega-CD, so bad luck to all you Mega-CD owners.

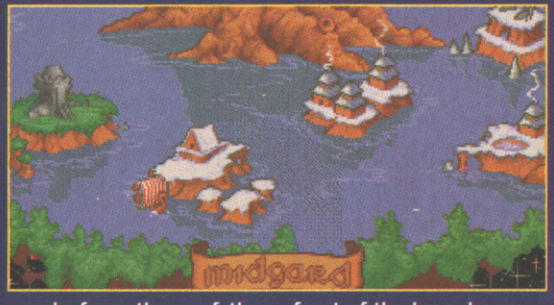
It's an interesting idea but think about it this way, what would be the point of releasing the Saturn if they were compatible! And apart from anything else the Mega-CD is only a single speed CD drive whereas the Saturn is double speed, so there would be an almighty clog-up of data.



7th Guest on CD-i is a lot smoother than the PC version.

THE HELP! LINE

We live in the caring, sharing Nineties, so hey! If you've mapped out a level, found a secret part of a game or you've just got a common or garden hint or tip (and that doesn't mean we want advice on planting sprouts, OK?) then send it in. And if it's any cop we'll print it and share it with the masses. Address your corresspondence to: CVG Help!, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



seeds from three of the plants. Drop them on the patch of grass. Take the holy symbol.

45. Go towards the closed door at the end of the corridor. Place the holy symbols on spaces in the floor.

46. Place the shield in front of the laser beam.

47. Take the last piece of skull

48. Go back to Ander in the garden and take another symbol. Go back to the hall of worlds.

49. Return to Her'Ker'rn and give the druid the holy symbol. Walk through the gate in the trees.

50. Walk on to the turtle's back and take the fire sprite. He will teleport you to the Hall Of Worlds.

Nifl'Heim

51. Walk towards the lava and on to the fire boat. Take the dragon's teeth. When you get to Loki's daughter you'll find a secret door to her right. Fire arrows into the three heads. Walk through the door and place a dragon's teeth on each red circle on the floor. Walk into the main circle to be teleported.

52. Walk by the dragon's head and exit the room. Kill the chief Hakrat and go into Loki's room. When you get teleported into Baldur's room, Ander will teleport you once again.

Shoker'Yn

53. Make your way across the tiles (remember to save the game here) when you have completed the tile section kill the doubles of Heimdall and Ursha. Walk through the gate and then to the room where you will find a piece of skull and the shadow of a character. To retrieve the skull, turn around so that the shadow is facing the skull and press fire. Leave this section and enter the room where you'll find Dakta.

54. Kill the Dakta before chopping the rope on the wall. Cross the wood plank into Ashok's room.

55. Ashok is invisible so just throw the skull at him.

56. Go into Loki's room for the final confrontation.

57. Congratulate yourself on a cheat well done!

HELP!

GAME TIPS

DISPOSABLE HERO

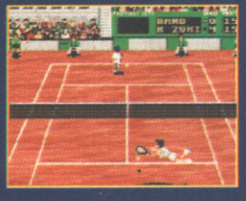
If you'd like to access a hidden cheat screen

first select the options screen, set the level to arcade and the sound to zero. Next, go to the hi-score option and while holding the right mouse button type Euphoria. Now return to the options screen for the cheats option.

■ MEGA DRIVE

PETE SAMPRAS TENNIS

SECRET GAMES



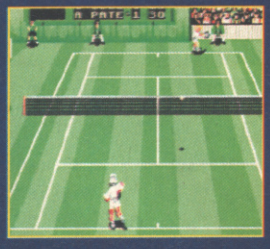
Here are the five steps that you'll need to access Crazy Tennis and Huge World Tour:

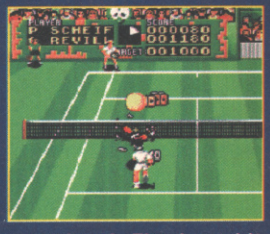
1. Pick World Tour
2. Select any player
3. Do NOT enter your name
4. Select YES to using a password
5. Type Zeppelin as the password

Go back to the main screen and you'll see two new options.

CRAZY TENNIS

The object in Crazy Tennis is to reach a target score before the time runs out or you'll fail to progress to the





next level. The best bit however, is the addition of tokens which can be gathered for power-ups. These include speed-up/down, big ball and ball control.

HUGE TOUR

As its name probably suggests this mode lets you play a full season's tour around the world. Eight different players with separate passwords are supported. You'll be ranked 35 to start with and obviously you need to get to number one. To abort the game press ABC and START.

ARGUE CHEAT

To argue with the umpire press down-right and start when you're about to serve.

TOP SHOTS

Power Serve: Simply hit the B button, press and hold the joypad in the direction of your opponent and press B again.

Smash: Come quite close to the net and press B and push forward when the ball is lobbed above your head.

WORLD TOUR PASSWORDS

1. START - STUTTGART
2. CAR - TOKYO
3. VEGAN - WASHINGTON
4. STAR - DUSSELDORF
5. LCD - PARIS
6. WALL - MONTREAL
7. SINKORSWIM - BARCELLONA
8. SHELF - SAN FRANCISCO
9. WINDOW - BOMBAY
10. POOL - LONDON

ROBOCOP VS TERMINATOR

For more gore, extra lives and new opponents enter this code after pausing the game: CC, AA, BB, CC, AA and BB.

STREETS OF RAGE 3

To start the game with nine players enter the Options screen and highlight the number of players. Now press UP, A, B and C simultaneously on pad two. Take pad one and press RIGHT. You'll now start with nine players!

It's also possible to play as Roo the Kangaroo in this game. To do this simply hold UP and B on the title screen and press START.

GRIND STORMER

This isn't the easiest of shoot-'em-ups at the best of times, but use this cheat and you'll earn infinite continues. Hold down A, B and C on the title screen now hit START 100 times. If you've done this correctly you should be able to select Free Play on the credit limit option.

■ SNES

ACTRAISER2

If this top slash-'em-up is cutting you up then enter MFMJ TVSY FVPX as your password to get 38 lives and play on to the final level of the game. You might also like to try Xxxx Yyyy Zzzz as a password, which should let you fight a boss from the original Actraiser game.

PAC ATTACK

XTRAS

If you want to skip stages in the Puzzle Mode just press the L button when you're asked to Retry or End the game on the Game Over screen.

KING OF DRAGONS

Play as the same characters by entering DOWN, R, UP, L, Y, B, X, A as the Capcom logo fades. The title screen should flash blue instead of red if it has worked.

SUPER METROID

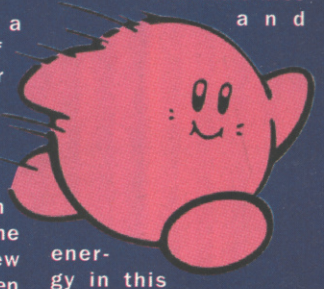
Here's how to get a super weapon! If you've got Super Bombs go to the Status Screen via the Map Screen. Now highlight 'charge' and one other weapon before returning to the game. To use the new weapon select the green Super Bomb icon and press and hold the fire-button to use it.

be accessed by pressing C, B, A and START in a quick sequence while the end of game credits roll.

■ GAME BOY

KIRBY'S DREAM LAND

For more lives and



energy in this addictive pinball game hold DOWN, and hit SELECT and A simultaneously for a cheat screen.

■ MEGA-CD

GROUND ZERO TEXAS

There's a secret scene in this game which can be accessed by pressing C, B, A and START in a quick sequence while the end of game credits roll.

■ PC

LITIL DIVIL

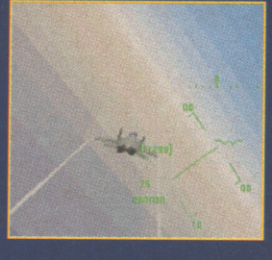
Here's a few very helpful tips for you to type in at the DOS prompt: 'Divil Donkey' = Press T for more treasure, 'Divil Grumpy' = Press K for more keys, 'Divil Meaning' = Press Shift-T for more energy.

PINBALL FANTASIES

Having trouble with your balls? Well, type in EXTRA BALLS while the selected table is scrolling up and down. Seven new balls will be yours, so to speak.

TFX

For total invulnerability in this engrossing flight sim simply type the word PLOP. You can also skip the training missions by holding CTRL and ENTER after typing in your callsign.



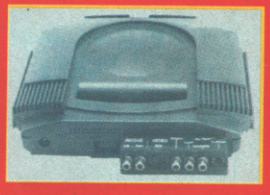
JAGUAR CD

Coming at you this side of Christmas is the eagerly awaited CD-ROM drive for the Jaguar (unfortunately dubbed the 'toilet seat', purely for cosmetic reasons). It's a double-speed drive with a data transfer rate of 352.8 KB/second and features a built-in Virtual Light Machine which gives you banks of acid and rave-type visuals to play along with your audio CDs. Using advanced Cinepak technology it will also provide playback of three hour movies off just one CD. Atari has promised a retail price of $199.95. Contact your local importer for more details.

JAG-WARE

Jaguar mayhem is sweeping the States and with it comes the inevitable merchandising bits and pieces. Hats, T-Shirts, jackets, bike bottles, mugs, watches and glasses are now all available in moody black-and-red Jaguar colours. Can we have some of those hologram watches please Atari? You can contact Atari UK on 0753 533344 for both prices and ordering.

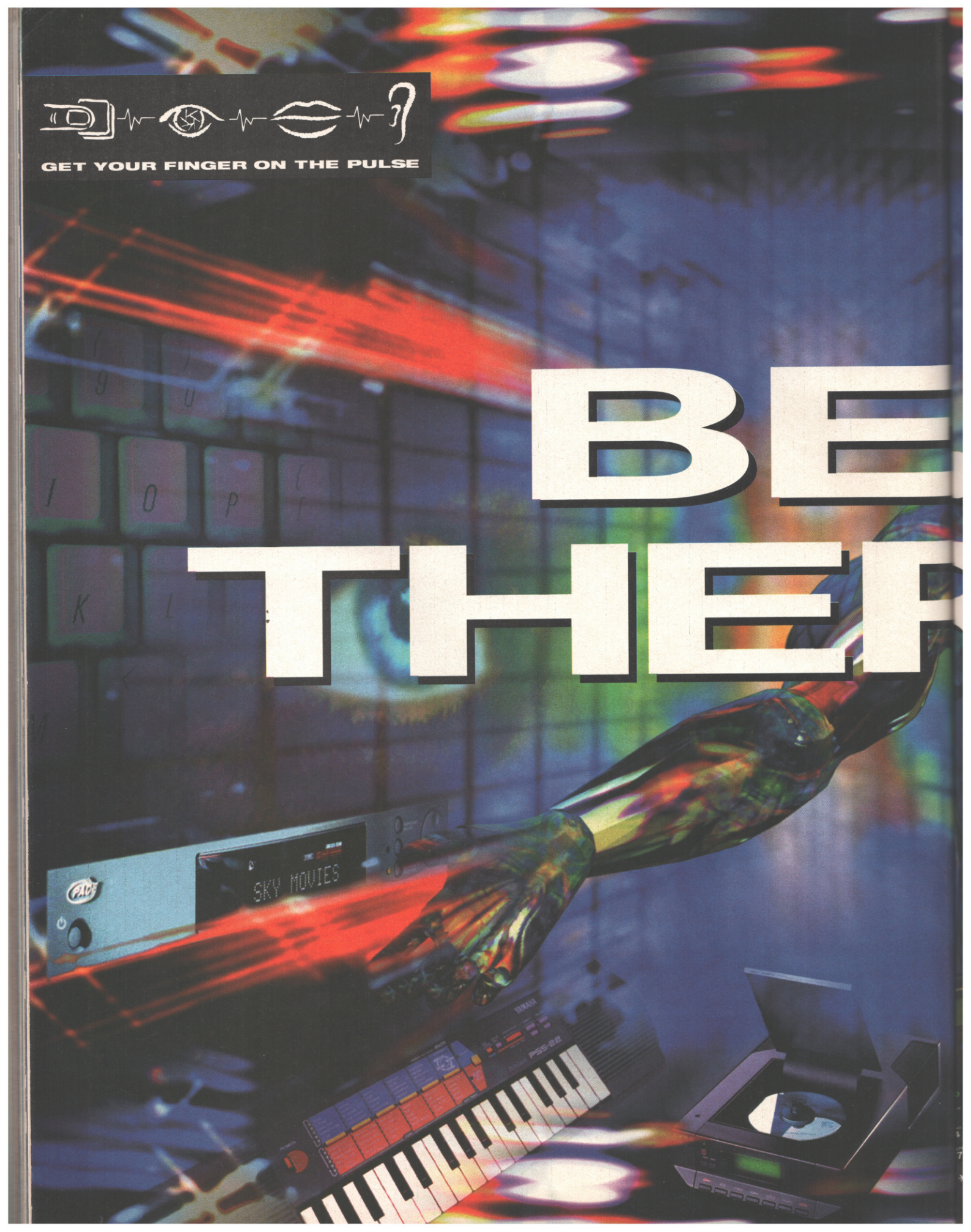
JAGDAPTOR



This essential little item for the Jag is the JagDaptor which will adapt your Jaguar for just about every possible video output you could want from your machine. It offers composite video, split composite, RGB and S-VHS in addition to left and right audio plugs too. Not bad for $50. Ask your importer to get one.

SEEING RED

On import from ASG (408 243 5000) lands the InfraRAD, a complex looking joystick enhancer for the SNES, Mega Drive and Jaguar at $29.99. InfraRAD promises the fastest response times around and will even turn your console on and off remotely. One for the couch potato we think.


GET YOUR FINGER ON THE PULSE
BE
THER
SKY MOVIES
YAMAHA
PSS-22

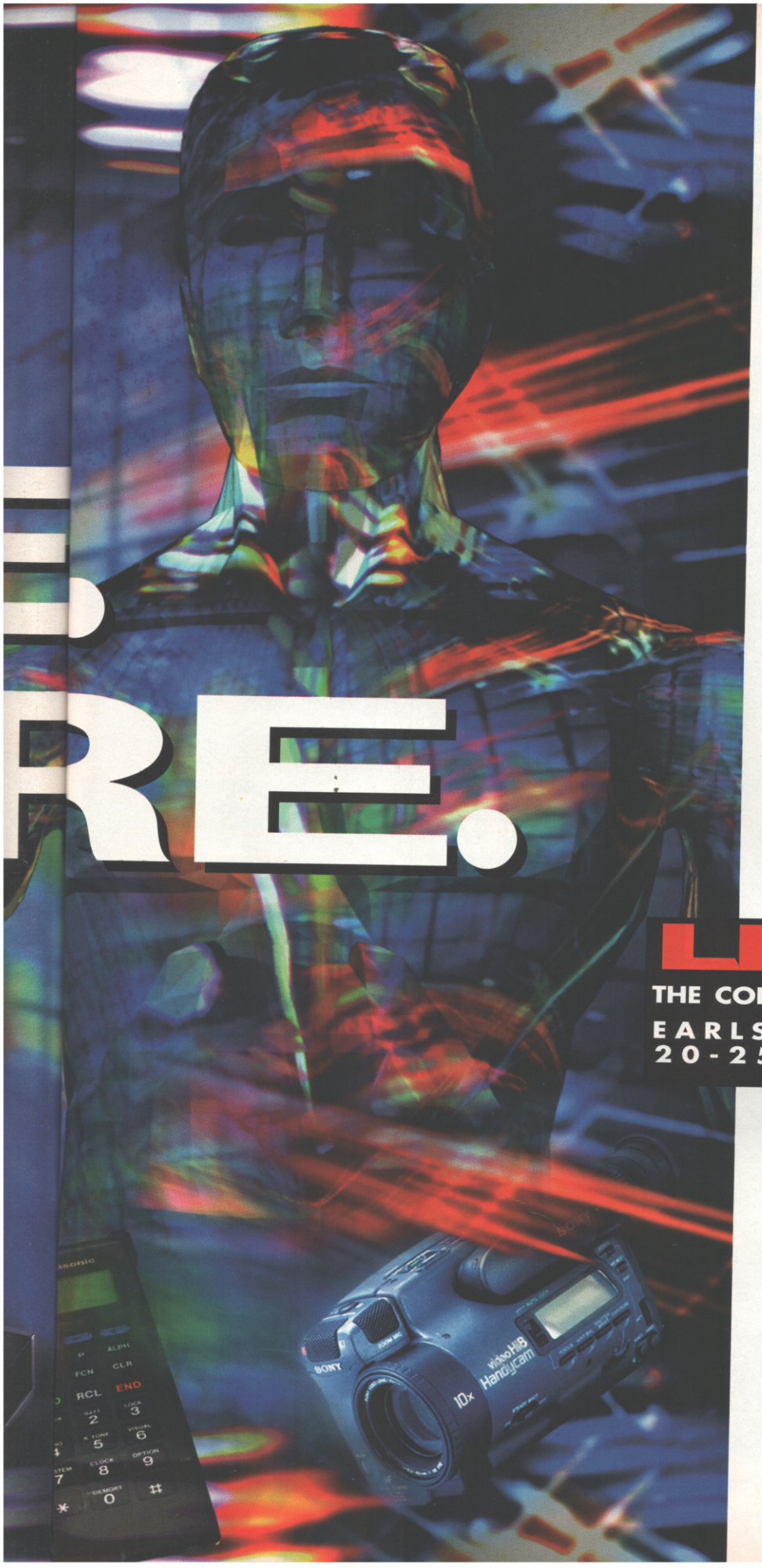


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CHART ATTACK WITH HMV

KNOW HMV · KNOW GAME

Where's your favourite game coming along in the all-formats chart? Well if you stop reading this and look at the chart below you'll find out, and check out the single format charts on the facing page too...

ALL FORMATS TOP 20

● = Non Mover ★ = New Entry ▲ = Move up ▼ = Move down

1 ★ TIE FIGHTER
PC / Virgin
The second in LucasArts' stupendous Star Wars series, and thoroughly reviewed on pages 58 and 59.

2 ★ THEME PARK
PC / PC CD ROM / EA
Keep both the staff and the punters of a Theme Park happy in Bullfrog's latest simulation.

3 ▼ FIFA INTERNATIONAL SOCCER
MEGA DRIVE / SNES/ MEGA CD / EA
Expect to see it climb again when released on Amiga and PC later in the year.

4 ▼ WORLD CUP USA '94
MD /SNES / GAME GEAR / PC / US Gold
Most of the sales must have been on SNES, the Mega Drive game stinks!

5 ★ PRINCE INTERACTIVE
PC CD-ROM / MAC CD-ROM / Grafic Zone
Multimedia antics of his purpleness of pop à la Peter Gabriel's X-Plora.

6 ★ PETE SAMPRAS TENNIS
MEGA DRIVE / Codemasters
Brilliant fun, but it's got a number of bugs. Doing very well no doubt because of his Wimbledon victory.

7 ★ SUPER METROID
SNES / Nintendo
A superb update of the old NES classic, a tad easy but the best SNES game for some time.

8 ▼ WARIOLAND
GAME BOY / Nintendo
Another superb Mario platform game, only this time you're playing evil Wario

9 ▼ KICK OFF 3
AMIGA / PC / Anco
Stop buying these! They're rubbish compared to the Mega Drive and SNES versions.

10 ★ STREETS OF RAGE 3
MEGA DRIVE / Sega
A polished and well produced beat-'em-up with some top new characters, not as good as SOR 2 though.

11 ▼ VIRTUA RACING
MEGA DRIVE / Sega
A good game but it's not surprising that it's slipped with that hefty price tag.

12 ▼ DOOM
PC / ID Software
Down but far from doomed; this distinctive shoot-'em-up is still going strong, and it's the PC game of the year.

13 ▼ SENSIBLE SOCCAR INTERNATIONAL
AMIGA / PC / SNES / MEGA DRIVE / Mindscape
One of the best games ever gets a new lease of life with this International edition.

14 ★ MARKO'S MAGIC FOOTBALL
MEGA DRIVE / Domark
A rip off of Soccer Kid where you have to use a football to aid you round various platforms, but nowhere near as good.

15 ★ WORLD CUP YEAR
AMIGA / PC / Empire
A brilliant collection of footy games but we reckon you'll have at least one already.

16 ★ MEGA MAN X
SNES / Nintendo
Another decent old game as Capcom's flagship character is revamped for the 16-bit machine.

17 ▼ SONIC 3
MEGA DRIVE / Sega
It's almost the end of the chart road for the Sega's flagship character's third cart.

18 ▼ NBA JAM
MEGA DRIVE / Acclaim
A surprisingly, massive hit for this ultra-playable basketball game from Acclaim.

19 ▼ SKIDMARKS
AMIGA / Acid
This great racing game hits the gusset of the chart; great gameplay's back and at a bargain price too.

20 ▼ SIM CITY 2000
PC / MAC / Mindscape
Like a trampolinist this corker goes straight up and straight back down again.

TIE FIGHTER The sequel to the rather brilliant and much lauded X-Wing. What do we think? See page 58.

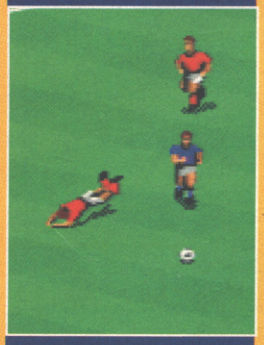
THEME PARK Are you a budding entrepreneur? Then go into the theme park business courtesy of Bullfrog and EA.

SUPER METROID Japanese platform shoot-'em-up that has some strikingly original graphics and a whopper of a game to boot.

SIM CITY 2000 Maxis updates its winning formula, the screen 3D isometric perspective view is a beaut'.

MEGA-CD TOP 5

1. ★ FIFA SOCCER
EA



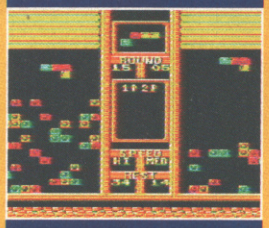
2. ▼ MORTAL KOMBAT
Acclaim
3. ★ WORLD CUP USA '94
US Gold
4. ★ SENSIBLE SOCCER INT.
Sony
5. ▼ NHL HOCKEY '94
EA

GAME GEAR TOP 5

1 ● WORLD CUP USA '94
US Gold
2 ● ALADDIN
Virgin
3 ★ REN AND STIMPY
Sega
4 ★ MORTAL KOMBAT
Acclaim
5 ▼ NBA JAM
Acclaim

NES TOP 5

1. ● TETRIS 2
Nintendo



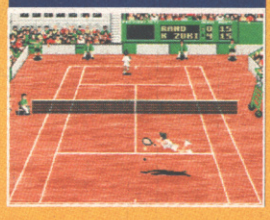
2. ● KIRBY'S DREAMLAND
Nintendo
3. ● MICRO MACHINES
Codemasters
4. ● YOSHI'S COOKIE
Nintendo
5. ● DAYS OF THUNDER
Nintendo

MACINTOSH TOP 5

1. ▲ MYST
EA
2. ● SIM CITY 2000
Mindscape
3. ★ SIM CITY SCENARIO
Mindscape
4. ▼ PETER GABRIEL XPLORA
Real World
5. ● PGA TOUR GOLF 2
EA

MEGA DRIVE TOP 5

1. ▲ PETE SAMPRAS TENNIS
CodeMasters



2. ★ STREETS OF RAGE 3
Sega
3. ▼ WORLD CUP USA '94
US Gold
4. ★ MARKO'S MAGIC FOOTBALL
Domark
5. ▼ VIRTUA RACING
Sega

MASTER SYSTEM TOP 5

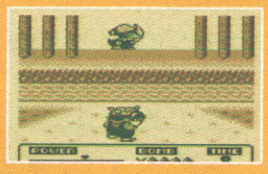
1. ● MORTAL KOMBAT
Acclaim
2. ● BATMAN RETURNS
Sega
3. ● DESERT STRIKE
EA
4. ● SONIC CHAOS
Sega
5. ● SENSIBLE SOCCER
Sony

SUPER NINTENDO TOP 5

1. ● FIFA INTERNATIONAL SOCCER
Ocean

2. ★ SUPER METROID
Nintendo
3. ★ MEGAMAN X
Nintendo
4. ▼ WORLD CUP USA '94
US Gold
5. ★ WORLD CUP STRIKER
Elite

GAME BOY TOP 5



1. ● WARIOLAND
Nintendo
2. ★ WORLD CUP USA '94
US Gold
3. ● ZELDA: LINK'S AWAKENING
Nintendo
4. ★ KONAMI GOLF
Konami
5. ● SUPER MARIO LAND 2
Nintendo

AMIGA TOP 5

1. ● KICK OFF 3
Anco

2. ● SENSIBLE SOCCER INTERNATIONAL
Mindscape
3. ★ WORLD CUP USA '94
Empire
4. ▼ ARCADE POOL
Team 17
5. ▼ BENEATH THE STEEL SKY
Virgin

CD-I TOP 5

1. ★ DRAGON'S LAIR
Philips

2. ▼ 7TH GUEST
Philips
3. ▼ PLAYBOY COMPLETE MASSAGE
Philips
4. ▲ TOP GUN
Philips/ Paramount
5. ★ NAKED GUN 2
Philips/ Paramount

PC TOP 5

1. ★ TIE FIGHTER
Virgin
2. ★ THEME PARK
EA

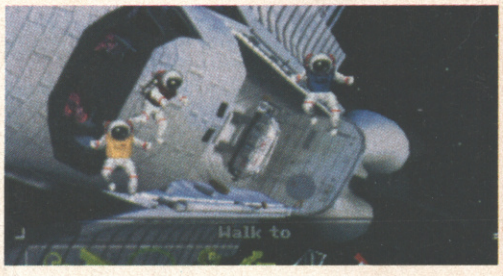
3. ★ PRINCE INTERACTIVE
Grafic Zone
4. ▲ PACIFIC AIR WAR
MicroProse.
5. ★ WORLD CUP USA '94
US Gold

NEXT MONTH

GOB Smacking!

Time Warner's forthcoming dino-game, Primal Rage, looks fabulous. It's chock-a-block with mind-blowing stop-motion animation techniques that are on a par with those used in that dino movie to end all dino movies, Jurassic Park. Next month CVG goes behind the scenes and gives you the low-down on this amazing new game.

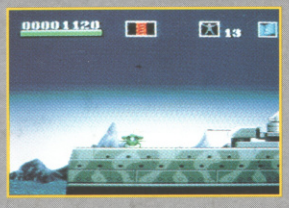
LUCASARTS SPECIAL



Longtime purveyor of quality games, LucasArts, has a whole series of top-notch software in the pipeline, including The Dig and Full Throttle. Next month we'll be flying out to the Lucas ranch and heading back with a heapful of hot games news.

ON SALE 15 SEPTEMBER – THE MAGAZINE THAT REAL GAMERS READ

COMPUTER AND VIDEO GAMES



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the ultimate war machine.

going down behind enemy lines

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SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

ocean

SONY ELECTRONIC PUBLISHING

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5 different **GUNS**,
MISSILES, super missiles,
2 kinds of **BOMBS**
and a change of clothes.

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Nincredibly Ninvolving Nintendo

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, super missiles,

of **BOMBS**

nge of clothes.

s a **GIRL** remember.

ss bounty hunter in the
's most challenging game
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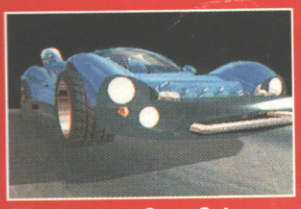
SCOOP PREVIEWS!
Mickey Mania, Super Return of the Jedi
Jelly Boy, Street Racer, Clayfighters II, Lemm

EXPOSED!
First screen shots from SNK's brilliant new c
AND complete guide to all the latest Jaguar

100% COMPREHENSIVE
BEST FOR NEW MACHINES
100% INDEPENDENT

BRAND NEW GAMES ON BRILLIAN



Gail Racer on Sega Saturn – it'll blow your socks off!!!!!

Tale of Po
Sony Play